

INSIDE: Codes for **MORTAL KOMBAT** on Saturn, PlayStation & N64!

TIPS & TRICKS™

THE #1 VIDEO-GAME TIPS MAGAZINE

TUROK

DINOSAUR HUNTER

- ◆ Level Maps
- ◆ All Keys Revealed
- ◆ Secret Areas Revealed

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APRIL 1997

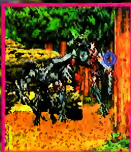


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Once again, Editor in Chief **Chris Bieniek** comes up empty-handed in his continuing search for Shadow Squadron cheats. He's bummed that his favorite beverage, R.C. Draft cola, is no longer available, but he hopes that Pepsi or Coke will address the need for a connoisseur cola. "They could call it 'Pepsi Gold' or somethin'," he muses.



Art Director **Jone Flores** fought a horrible cold during this entire issue; it actually reduced her normally smooth speaking voice to a husky, Demi Moore-ish bark. The cold also exaggerated the motion sickness she usually experiences when playing first-person Doom-type games, which made it impossible for her to look at Turok.



Nikos Constant needed a blast of positive energy to rejuvenate him, and he's getting it from the recent avalanche of gun games that have appeared on the PlayStation and Saturn. To prove his commitment to this issue's *Crypt Killer* strategy guide, he went out and scored a near-complete library of Ray Harryhausen films on video.



The popular "Letter from Betty" almost didn't make it into this issue because **Betty Hallock** has been playing the bookworm, trying to keep her grades up in her quest for that journalism degree. She wants all of our readers to remember to eat a piece of fruit every day and always wear your safety belt, 'cause you just never know what might happen.



Tyrone Rodriguez has a surprise for T&T fans, but you'll just have to wait for next issue to find out what it is. He's been moaning about the price of car insurance (when you're a young buck like Tyrone, no insurance company will trust you) and he wishes that they'd just give him and his superior driving skills the benefit of the doubt.



A visit to Club Tekken was just what **Jim Loftus** needed to unwind after the trials and tribulations of this issue's Spider strategy guide; he's seen here trying to muscle in on Nina Williams, whose date just got up to go to the bathroom...



Deborah Lockhart has been receiving suspicious gifts at the office from an anonymous suitor; speculation continues about the source of the flowers and balloons that have formed a thick barricade around her desk. Could it be a *Tes & Tracie* reader who has been charmed by these ridiculous, often completely facetious biographies?



Angel Soriano is a *Tes & Tracie* reader from Riverside, CA who sent us his picture; he said we could "keep it or throw it away, whatever." Angel plays soccer in his free time, but he's also fascinated by his new "toy of enjoyment", the Sega Saturn. He wanted to say "hi" to Betty 'cause he thinks she's cool.



Got a cool cheat, burning question or special message for the T&T staff? Send your tips, tricks, queries and comments to:

TIPS & TRICKS
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

BUTTON PUNCHER

Hey, T&T! Your magazine rocks the Casbah! I like all of the cool codes and strategy guides, but I really love the weird stuff you put in there.

I have a question about a picture you printed a few issues back. It showed a close-up of the controls from the Street Fighter arcade game; you could see the six Punch and Kick buttons as plain as day. This confused me because I used to play that game all the time and the controls were very different! I remember there being a big bubble next to the joystick, like a bump made of tough rubber or plastic, and you had to hit it with your palm or fist to make Ryu punch his opponent. I am not making this up! Please tell me it was not a dream; I used to have calluses on my right hand from hitting that thing.

—Elliot Fishman
Long Beach, CA

We believe you, Elliot; we just don't know how many of those big-buttoned Street Fighter machines made it to American arcades. We thought they

were only available in Japan and Europe. Yes, there were two different versions of the game! One had the standard six-button control scheme, and the other had two big...er, "bumps" just like you described. One was for punches and one was for kicks; the strength of your attacks depended on how hard you hit them. If you just whacked away normally, you'd get a Jab Punch or Short Kick; we understand that they had to be hit pretty hard in order to get a Fierce or Roundhouse to come out.

Just imagine what today's fighting games would be like if Street Fighter II had been released with controls like this; it would have been practically impossible to use any kind of technical finesse or get a decent combo going!

FLAME ON!

Here's a code for Madden NFL '97 on the PlayStation. At the User Records screen, enter the name TIBURON, then go back to the team select screen to find hidden teams.

—The Human Torch
Chicago, IL

Hey, thanks for the code, match-head! How are things at the Baxter Building? Have you divorced that Skrull yet?

"HEROES" REBORN

I just called the local video-game store and asked them when Marvel Super Heroes was supposed to be out for the Saturn and PlayStation. They replied by saying that it had been cancelled! As a Saturn owner, I am very disappointed because that is my favorite fighting game. Was there a falling-out between Capcom and Sega or Sony? Since the game has been "cancelled," does this mean that it will never make it to home systems? I know



a lot of people who will be mad at this turn of events. Is it just on hiatus? Is there any way to get a copy of a "cancelled" game?

—Travis Sengaus
Calgary, Alberta, Canada

P.S. Will X-Men vs. Street Fighter suffer the same fate? Your coverage of that game was great.

Good questions, Travis. There have been a lot of rumors about Marvel Super Heroes: First, we heard that it was going to be released before the end of 1996, then we heard that it was going to be a Saturn exclusive, then we heard that it was going to be a hybrid CD + cartridge game, similar to the way The King of Fighters '95 was released for the Saturn in Japan. The truth is that none of the above information is correct!

We contacted our friends at Capcom for the latest news and were told that the game has been delayed several times, but development continues and they expect a U.S. release in June or July on both the Saturn and the PlayStation. We think that's a little bit optimistic, since—as of February—a playable copy of either version had not been shown to the press in this country or in Japan. However, Capcom's arcade-to-home conversions have been coming much more quickly these days; great titles like Street Fighter Alpha 2, Star Gladiator and Super Puzzle Fighter II Turbo all made it from coin-op to console in less than a year. So keep your eyes open; you should be playing the game at home before summer vacation is over.

LOYAL SUBSCRIBER

When I go to Wal-Mart and see your magazine, I put it on the front of the shelf.

—Chance Mohly
Atoka, OK

Thanks a lot, Chance! You're a true friend of Tips & Tricks.



TOKEN OF THE MONTH



This month's token comes from Sega City in Irvine, California. It was picked up by *Tips & Tricks'* own Tyrone Rodriguez, who spends much of his free time there.

Archie Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
 8484 Wilshire Blvd., Suite 900
 Beverly Hills, CA 90211

SHARK ATTACK

I own a Game Shark for both my PlayStation and my Saturn and I really appreciate the codes that you print every month. My problem is that some of the other magazines print codes that don't always work. One of their codes messed up my Saturn so bad that I lost my saved game! Can you believe it? Now I try to be careful with my Game Sharks, but it's hard to tell if the codes are "good" until it's too late. Do you have any advice that would help me to keep out of this kind of trouble?

—Darryl Kopacz
 Lubbock, TX

The only advice we can give you is to stop reading those other magazines! Seriously, the main reason why you're having trouble with the Game Shark is because there are people out there making up their own codes, and some of them are not 100% reliable.

Remember the Game Genie? Nobody had problems like this with the Genie because the only source for working codes was the manufacturer, Galoob. The equipment needed to examine production copies of games and create useful Game Genie codes for them is just not readily available to consumers. The Game Shark, on the other hand, was developed by the same European company that created the Pro Action Replay cartridge for 16-bit systems; longtime readers may re-

call that this device featured built-in software that players could use to create their own cheat codes.

No, you can't hack your own cheat codes with a Game Shark by itself, but over in Europe it is possible to purchase the necessary equipment to create Game Shark codes. And that's where the trouble begins. First of all, there are often significant differences between different versions of a game from one country to the next. A gamer in the U.K. might create codes that work on his copy of Tomb Raider, for example, but when he puts them up on some computer network and you plug them into your Game Shark in America, your saved game gets corrupted because the European version of the game—or even the hardware—uses different memory locations to store important information like the number of lives you have remaining or the stage you're currently on.

The other problem we've seen is when you get a code that works in the side-scrolling stages of a game like *Skeleton Warriors*—but when you go into one of the bonus rounds, the code interferes with some function of that specific part of the game and causes the game to lock up or reboot. This happens when people create codes but don't test them thoroughly—and of course, these problems perpetuate themselves when people continue to circulate codes without testing them first.

When Interact decided to release the Game Shark in America, the company assumed the responsibility of creating and testing new codes, and they have asked us not to print any untested codes. All of our codes come directly from Interact; the only exceptions were the "oil can," "pick axe" and "dum-dum bullets" codes for *Resident Evil* that we just couldn't pass up. However, we did test them ourselves, so to make sure they were harmless.

So the only way to keep clear of any bogus Game Shark codes is to make sure you know where they're coming from. Good luck!

GUMBY GOLD

I like your magazine so much that I wrote a rap about it. I hope you like it! THE TIPS & TRICKS RAP BY A.D.H. #1 "I'm playing Tekken 2 and the boss beats me.

Who can help? *Tips & Tricks*, don't you see?

I'm playing Chrono Trigger, I can't find the Masamune;
Tips & Tricks will help me find it soon.
 Chris Bieniek, he's the man;
 Betty Hallock, I'm her biggest fan.

Nikos Constant, the shape-shifter;
 Ione Flores, she's my main sister.
 Deborah Lockhart, she's funny;
 Tyrone and Wataru make lots of money.
 So if you're stuck on a game,
 Read T&T before you go insane!"

—Aaron D. Hobson
 Muskegon, MI

Great lyrics, Aaron—Tyrone and Wat liked them so much, they started to cry! (At least, we think that's why they were crying...)





TEAM PLAYER

Thanks for the great feature on *The King of Fighters '96*. Love the character art! I can't figure out why none of the other magazines printed moves lists or reviews of this great game. Well, the series isn't as popular in the U.S. as it is in Japan, but it must at least have a cult following. Thanks again!

—Jeff Nevins
San Francisco, CA

You're welcome! Readers: Jeff also sent in a long list of his own favorite team picks from *The King of Fighters '96*. Here are a few of our favorites:

THE BALD TEAM



THE SHADES TEAM



THE BAD HAIR TEAM



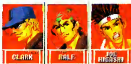
THE WEAPONS EXPERTS TEAM



THE DRINKERS TEAM



THE QUICK HANDS TEAM



THE BEARD TEAM



Thanks for the team ideas, Jeff! We're looking forward to *The King of Fighters '97*; maybe some of those "Bad Hair Team" members will get new 'dos before the game is released. Or maybe Choi could use his glove to change them all to "Bald Team" members.

GO FIGURE

I have *Donkey Kong Country 3* for my Super NES. I speak for a lot of my friends. I went with the mirror to Baffle's Code Room in *KADS* Kore and he solved the code; it said, "To open the gate, to the two stones make eight." I have no earthly idea about what to do next. Could you please help me?

—Jonathan Davy
Houston, TX

Welllll...OK, but just this once. Walk out of Baffle's cabin and take a look at the map of *KADS* Kore. See those two rocks out in the middle of the water? Jump out there and swim around the rocks in a figure-eight pattern. Keep doing this and the grate above the rock on the right side will open to reveal a secret area.

Also, you may not know this, but Baffle is not the only bear who can use the mirror.

DOUBLE TOOTHPICKS

I don't know if you care about this, but I was a little freaked out by that *Doom 64* ad on the back of your March 1997 issue. It said, "To heck with you" —except instead of "heck" it said that other word, you know, the bad place. Does this mean that I'll go there if I read too much *Tips & Tricks*?

—A Concerned Reader
Ashtabula, OH

Heck no, it doesn't mean that at all. But if you're worried about your fate, try moving all the copies of *Tips & Tricks* up to the front row of your local newsstand like Chance does at the Wal-Mart in Atoka; that kid's going straight to heaven!

ARCADE BRILLIOLE



TUROK

STRATEGY GUIDE PART 1

BY TUDOR CONSTANT

WHAT YOU SHOULD KNOW...

- This is the first of a two-part Turok strategy guide. Next month we'll give you maps for the second half of the game (levels 5-8).
- The most important thing to learn is how to use the analog joystick to look around. There are parts of the game where you'll have to look down while jumping in order to see where you're landing. You'll also need to look up to shoot saipens that are picking you off from above. Mess around with the joystick sensitivity option to get the right feel.
- There are plenty of secret areas in the game that don't show up on the overhead map. On our maps we've shown secret areas in black with a dark blue border.
- Conserve lives by saving your game often. You may want to go back to a previous save spot and restart if you die too many times the first time through a tough stage.

MAP GUIDE

	GRASS		GRANITE
	LAVA DOORWAY/SWITCH		BUILDING
	WALKWAY		WARP
	SAVE POINT		KEY
	WATER		GATE
	DEEP WATER		CHRONOPIECE
	CHASM		SECRET AREA
	CAVERN		BRIDGE/LADDER
	START		

TUROK STUFF

TRIANGLES



Collect 100 and you get an extra life. Very important! Pink ones are worth 25, yellow are worth 1. You need lives to win!

HEALTH



Look for ultra-health in the bonus levels: It gives you 200 health points instead of the usual 100. Shoot animals for extra health icons.

SHIELD



At least one invincibility shield can be found on each level. If you find one, go directly to one of the larger sub-bosses that fires bolts of lightning and kill them while you're not taking any damage.

WEAPONS



The best ones to use are the machine gun and the shotgun. Ammo is plentiful, accuracy is excellent and you can take down anything that you see in the first four levels with them.

KEYS



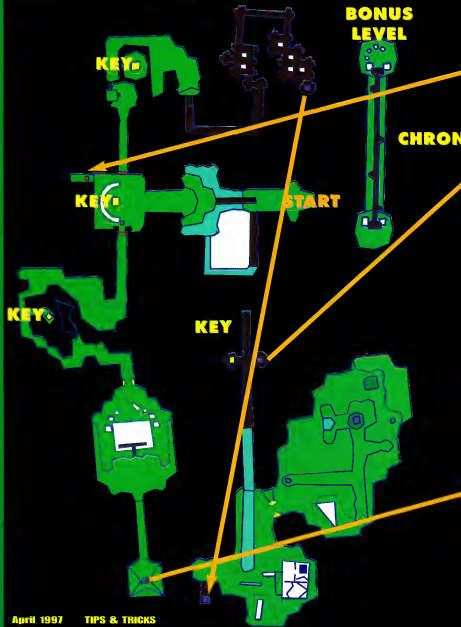
If you don't get keys, you don't move to other levels. If you miss one, go back into the level and get it.

TEK ARMOR



Tek armor preserves your health. Every time you're hit, one Tek point is taken away. Good for bosses.

Obviously you're going to want to pick up everything you see, but some items are more important than others. Here's what we think are the best of the game's power-ups:





RECEPTOR PIECE

KEY

SAVE

KEY

KEY ROOM

When you finish the first level, you'll head to the key room. From here, you'll have access to all levels of the game once you've collected all of the keys. There's also a save point in the key room, so it's convenient to save your games here when you've finished a level. If you've collected all the keys on level one, you'll be able to enter both levels 2 and 3. However, in order to get to level 4, you'll need to find the keys in both levels 2 and 3. The key room is your friend. Use it.

SAVE



It takes four pistol or pulse rifle shots to kill a raptor. With the shotgun or machine gun it takes two shots. Grenade Launchers, Explosive Shotgun Shells and Tek Missiles take them out with just one shot. Just make sure you're not too close to the blast because the shrapnel can hit you and take away some health.



TUROK

DINOSAUR HUNTER



Turok: Dinosaur Hunter

Nintendo 64 strategy
Nintendo 64 strategy
Nintendo 64 strategy



Portals take you back to the Key Room. Blue clouds in strange parts of the level are ways to get to the bonus level.

START

BONUS LEVELS

Level 2 has two different bonus levels so whenever you see the blue clouds, jump in before they disappear; you never know what you might get. The smaller bonus level gives you a health boost. The bigger one contains all sorts of power-ups to complement your arsenal. You can fall off the edge in these and not die.



Kill the sub-bosses with Tek Arrows or with the machine gun. It takes about three or four shots of each, but they'll eventually go down. If you've got the grenade launcher you'll only need to hit them with one grenade, but they're a little hard to aim when under pressure.

TIPS & TRICKS

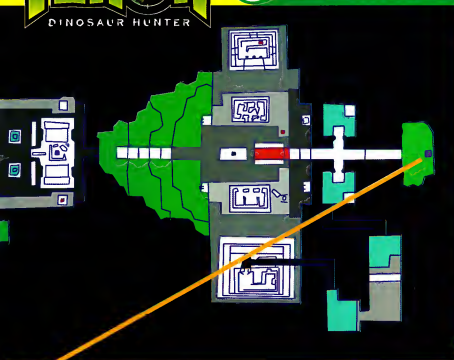
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LEVEL 3





LEVEL 3: BOSS



Get the power-ups in the water surrounding the boss arena before you enter. Just jump over the wall from the path leading to the kill zone.



Level 3 has a boss. First you'll have to kill two Hummers; use Tek Arrows if you have them. Then comes the crazy guy with the pulse rifle. Use anything you can throw at him and keep moving! You'll get the third key when you kill him.



Nintendo 64 strategy



START KEY

SAVE



The hidden path shown in black on the right is actually floating in the air. Go to the top of the building and jump out to the pink triangle. You'll be floating above the level on an invisible platform. Carefully follow the glowing path to a pulse rifle.



BY JIM LOFTUS

KILL DEM SUCKERS

I'll never forget having this messed-up nightmare as a kid. I was all alone in a damp, dark cave... knee-deep in spiders. Yeah, they were creepin' and crawlin' all over the place and it was pretty damn scary. To this day, I still hate those suckers. But not this game... you get to be a spider! Okay, a tarantula. Anyway, while it may not have the most original name in the entire world, *Spider* does contain some pretty original features. The game is pretty tough, too—so tough, in fact, that I found myself wanting to plant my size-13 Nike through the screen several times in order to squash dem bugs! Have no fear, though; I've cracked this thing wide-open just for you! Hey, by the way: Did you know that spiders are not really insects? They're actually members of the arachnid family (who ever said reading 10 years worth of *Spider-Man* comic books wouldn't pay-off?)! Special shout out to Seth Mendelsohn, the creative director and brainchild behind *Spider*.

BASIC TACTICS

- Try to avoid using Slash as a weapon, especially at corners (spots where the screen rotates). Corners screw-up timing.
- Most crawlers have a pattern. They'll either pace back and forth, or circle around crates or ledges. Anticipate these patterns and adjust by maneuvering around them.
- Accumulating 100 DNA icons gets you an extra life, but let's face it: Since the game allows for unlimited continues as well as memory card and password saves, there's really nothing motivating about grabbing DNA.
- Most of the crawling enemies are best avoided by simply jumping over them. A prime example of this is waiting until a "pacing" enemy has just done its about-face—then, jump diagonally over it.
- The Boomerang is great because it never runs out, but the best overall weapon, or Power-Up, has got to be the Missile. It seeks out targets in range and just blasts the bejeezus out of 'em!



CD BONUS AREAS AND OTHER NEAT JUNK

Each level in this game contains three pieces of a broken CD Rom. If you want access to all of the cool, secret Bonus Areas, you'll need to locate these pieces. Some of 'em are fairly tricky to find, so I've explained where each one is hiding. And—because I wanna help out my fellow gamers, of course—I've provided a walk-through of each Bonus Area. Lastly, players who get all Microchips and all CD pieces, get to see a snazzy, bonus FMV clip! The clip contains some cool behind-the-scenes footage of the making of Spider!

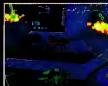
LABORATORY (Level 1)

LAB FLOOR - 1 Microchip

There's not a whole lot of traffic here, so it's a good place to practice control techniques. Moving to the right of the start point, jump up in front of the first working monitor; this will give you a free 1-Up. A piece of the CD for this level is floating just below the ledge where the Microchip is. Crawl underneath the ledge and lower yourself with webbing to get it—then, exit the area.

SINKS - 1 Microchip

Before jumping over each sink, wait until the spider on the other side has begun walking away. This will give you room to land safely. The CD piece is located on the shelf above the Microchip sphere. To get there, just travel to the right from the start point... you can't miss it!



LAB TOP - 3 Microchips

Right off the bat, you can grab the shield to the left of the start point and proceed through the fire for a power-up. Return right to the start point. Watch out for the falling flasks, and zig-zag your way upward, jumping ledges and climbing walls. Grab the boomerang on top of the red glowing box. Jump the flaming gaps. Right after you move across the white lightbox, be ready to hit the hanging enemy spider with your newly-acquired boomerang. Continue to the right, kill the second hanging spider. Leap the second gap. The third gap is much wider, so get a running start to leap across safely. The area with flames below contains the CD piece, so crawl under the ledge and down the wall for it. Crawl back up to the gizmo with the green and blue buttons on it. Go up the wall, kill the yellowjacket, and continue upward to the first Microchip. To get to the second Microchip, go down and to the right of that wacky gizmo (the one with the green and blue buttons on it). Snatch the Smart Bomb power-up on the lightbox. Kill the hanging spider, jump the fire gap, and you'll see the 2nd Microchip just beyond the red glowing lightbox. Microchip #3 is fairly well-hidden. Go to the location of the 2nd Microchip sphere. Pass under it, climb the wall and make your way upside-down and to the left. Continue up and around, and hey—there it is!





CD BONUS AREA: 70'S ROOM - 1 Microchip

What's this? Lava lamps? Wood paneling? Crappy-looking wallpaper? If I didn't know better, I'd say I was back at Atari's main headquarters... last year! The first Power-Up—a Poisoner—is floating in the bottom lower right corner of the first wooden wall unit. The second wall unit only contains DNA. Avoid the slug by jumping diagonally over it. The third wall unit holds a Mine power-up. The Microchip sphere is on the far side of the fourth wall unit. There are two power-ups to the left of it, though—a poisoner and a mine—so grab 'em before you hop into the sphere.

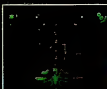


FACTORY (Level 2)

BOXES - 1 Microchip

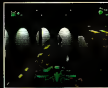
It gets a bit more dangerous here, mainly because of the many, "do-it-right-or-splat!" jumps required. Watch out for the enemy spider to the right as soon as you start. He's tricky to nail with Slash when he rounds out the corner, so either jump over him or wait for him to come to you. Soon, you'll see a Flame Power-Up hovering alongside a chain. Climb up the crate to the right of the chain and free fall

onto the power-up. Touch the bat. Now, move down the red-dish-tinted crate that the bat was flying over. You should end up standing on the crate marked "triangle." Jump off this crate to the right. Now, grab the Mech Mings by leaping diagonally up and onto the crate hung for it. Go back down, travel right. The Flame Power-Up is in sight, so go for it. Continue moving right. The screen should rotate. Carry on, but watch for spiders and yellowjackets. Hop upward a few crates. When you see a flowing trail of DNA to the right, leap off and follow the trail down as you fall. Do it right, and you'll nab the CD. Just make sure you land on the crate below, or "seeya!" Continue to the right to get the Microchip!



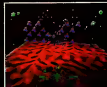
CONVEYORS - 1 Microchip

Grab the Mine on the right, being cautious not to touch the fan. Proceed down the slide and onto the long conveyor belt. Moving upward, you'll see a Flame power-up just below the second short conveyor; hang upside down for it. The yellow-jackets can be done-in by carefully timing jumps while shooting flames. Run past the Press. There is a Missile waiting at the lower portion of conveyors; go down to retrieve it, then head back up to the top section. The CD piece is located as you approach the top area. Drop down between the two belts to get it. Continue upward and to the right to nab the Microchip.



MACHINE ROOM - 2 Microchips

Things really get tough now. The first hole to the right leads to a very cool Electro power-up. Go down the hole and stick to the right wall. Advance upside-down and wait until the burners go out. Quickly grab the Electro power-up (this baby cooks, so it's worth the danger). Drop down from the ceiling and fry the ever-lovin' daylight out of the rat. Turn and head left. Go up and over the crate to enter the striped entranceway to the small lava room. Drop directly onto the purple shield icon. While protected, quickly grab the goodies and hop into the Microchip sphere. The second Microchip is located above and to the left of the lava room, just beyond the rat. The third Microchip is waiting at the far-right right section of the start point. Take the long vertical conveyor up (don't forget to grab the Boomerang) and, once at the top, jump to the wall. Climb upward. Avoid the trio of burners altogether by going up and over 'em. Just jump diagonally onto the first pipe. Hey, whataya know—a piece of the CD! Free-fall onto the Smart Bomb. The Twin Presses are much faster than usual; careful timing is required. Kill the remaining enemies and enter the hole to the Microchip.



MECHANICAL ARM BOSS

This thing ain't no Robotic pushover, that's for sure! As the swiveling arm tries to pound you into spider pulp, "lure" it into place, move aside, then come back in to hit the clamps. Bombs will also drop on occasion; unfortunately, their pattern is not easily detected. After 5 hits on the arm clamp, the arm will lower itself and begin to spin in a clockwise motion. Timing is everything: about four jumps will do. Resume slashing the clamp. After 3 hits, the arm will lower and spin again. Two more hits is all it takes to finish the damn thing off.



**CD BONUS AREA: TUBES - 3 Microchips**

Microchip #1: From the start point, go right. At the first intersection, go down, clinging to the top of the pipe. Maneuver around the yellowjacket. At the 3-way intersection, go up and grab the Poisoner. Go left. Jump the toxic goop, and there it is! **Microchip #2:** Follow the same route as above, until you get to the 3-way intersection (where the yellow jacket is). Go right, not up. At the next intersection, go down. Be sure you're upside-down. Hang for the Poisoner. Keep moving right. Make your way up and over—the Microchip is at the end of the pipe. **Microchip #3:** At the 3-way intersection, go up (grab the Poisoner). Make a right. Hop over the toxic crud. When the pipe widens, jump from stone to stone, avoiding the green slime. The Microchip is right there, baby!

**CITY (Level 3)****DOWN THE STREET - 1 Microchip**

The grasshoppers see a real gain in the buttocks. Let 'em turn around to face you, then rub over them with a long diagonal jump. Go down the grate (watch that slug!) and grab the CD piece. Hop over to the right wall and go down. There is a Mine Power-Up hovering in the sewer, hang for it. The water drops are easily avoided, simply sneak past 'em. Go back up, hop right (over the grate). A slug appears next. Either crawl over and lay mines to kill it, or go the easier route and just quickly jump over it. Jump the grasshopper nest and leap across the sewage gap. Now, hop back to the left of the gap to grab the Missiles. Send two of 'em flying to kill the fat slug up ahead. Hop over the two remaining slugs to get to the Microchip.

**SIDE OF BUILDING - 2 Microchips**

This is a pretty cool level. To get to the first Microchip, move left, hopping onto ledges. Go up the vertical beam (watch that spider). Once at the top of the beam, leap to the right. Avoid the yellowjacket. Hop from ledge to ledge and grab the 1-Up and Missiles. Go back to the vertical beam (to the left) and kill the spider with a nice, juicy Missile. Jump up to the pipe. When you get to the top, hop onto the right ledge and then onto the diagonal wooden beam. Hop up and cling to the left edge. Crawl up and around to the Microchip on the left. The other Microchip is actually to the right of the diagonal wooden beam. Hop ledges. The farthest-most right ledge has a string of DNA under it. Hang under this ledge, but drop down from the right side to fall onto the ledge below. The CD piece is right underneath the ledge containing the Microchip sphere. Hang for the CD, then circle the ledge up to the Microchip.

**PARK - 2 Microchips**

Watch out for the enemy spider on the first log. Grab the Missiles on the rock. Kill the grasshopper. Get past the gas container, crawl into the log and descend. Use the left wall to avoid the flame jets. Wait until the flames shift position, and out of harms way, then crawl downward. Blast the rat, then free-fall onto the 1-Up and Missile icons. Move right, avoid the flame jets, and then head to the surface. You'll find the CD piece in the log. You can't get out from here, so retrace your steps and go back underground until you get to the original entry-point. Hop back up onto the log and this time, go right. Jump up to the cement pipe. Hop across the gaps. Leap upward. Kill the enemy spiders. Once at the top, go into the second cement pipe to Microchip #1. To get to the second Microchip, do this: From the starting position, pass the first cement pipe and continue moving right. When you get to the stream, leap across (you can't cling to the side-wall; you'll slide into the water). Enter the pipe ahead to get to the Microchip!

**ALONG THE STREET - 2 Microchips**

This is extremely tough, so stay alert. Moving left, you'll see a Komikaze-type fly buzzing like mad. Lure him towards you, and move away to get him to crash. Be very careful around the purple bats. Grab the Missiles and target 'em before their bombs can hit you. When you get to the metal mantis, let him sink into the ground, then pass quickly. Don't waste Missiles on him, you'll need 'em for the bats. Once the screen rotates, and the bat overhead and get the Health icon hiding behind the lamppost, as well as the Boomerang Power-Up. Use the boomerang to nail the remaining bats before you cross each trio of flame jets. The metal mantis is back—this time, with a boomerang of his own! Send him to that big bug house in the sky. After taking out the remaining enemies, continue left to the Microchip.





CD BONUS AREA: UNDER THE STREET - 1 Microchip

This bogus... er, I mean, bonus area is really not much more than a glorified sewer stage. Hop from beam to beam. Unless you're fortunate enough to have carried over a cool Power-Up from the previous level, you'll be forced to use your Slash to kill enemies here. Be careful; there's not much room to maneuver. Travel all the way to the right and viola—your Microchip awaits!



MUSEUM (Level 4)

DISPLAY CASES - 3 Microchips

Get the Missiles underneath the 4th display table and blast the bug juice outta them spiders. To get to first of three Microchips, climb the wall. Jump off to the left and make your way across the table tops, and you're there! The 2nd Microchip is accessed by moving all the way to the far right wall (don't leap onto the display tables like you did to get to the first one). Move upward and into the air duct. Crawl to the right about 1/2 screen in length; turn around and leap diagonally to the left. If done correctly, you'll free-fall onto the opposite wall, just barely missing the whirling fan. Crawl along the ceiling, grab the Smart Bomb, and kill the spider up ahead. Drop down to enter the monitor room. Watch your step in here; one wrong move, and you'll either get fried or fall to a nasty death. Move into the 2nd air duct and repeat the same diagonal leap procedure. As per the 1st air duct to cling to the ceiling. Snatch up the Health icon, and continue out onto the walkway. Time your jumps in order to avoid the trio of swing balls. There's a little surprise under the 2nd vertical beam below the 2nd set of swing balls... yep, it's Microchip #2! When the swing ball gets out of range, quickly crawl under the beam and hang for it. Microchip #3 lies beyond the swing ball zone. Move past them, go up the wall (shades of Bug!), jump the fans, and hop across the wooden beams. Jump to the wall where the enemy spider is—snuff it out—and proceed to the final Microchip.



VOLCANO - 3 Microchips

Hmmm... seems there's a whole lot of sneaky stuff going on in this level. Dodge the flames. The scorpions are relatively easy to avoid; just leap over 'em. Climb the wall up to the Poisoner. As you drop down, fire a nice long blast of poison to wipe-out the yellowjacket overhead. Continue moving left over the platforms and rocks. Hop onto the high wall and move up. Before you jump off to the left platform, wait for the spider to move away. Get to the 3rd small platform and kill the spider. Now, standing on this platform (the 3rd one), free-fall off either side. Make sure you keep yourself "centered" under the platform when you fall. Do this correctly, and you'll land smack-dab onto the 1st Microchip sphere. Next, get the CD piece: From the start point, make your way left to the first high wall. Once at the top, turn a bit and face right. See that trail of DNA floating in mid-air? Jump off the high wall and follow the trail; it leads right to the CD piece. Keep pushing to the right as you fall in order to nab it and land in one piece on the rocks below. Go back (left) and up the high wall again. From here, you can get Microchip #2. Go to that 3rd, small platform you fell from to get the 1st Microchip. This time, don't fall, just keep moving to the left. Hop from section to section, all the way to the left. There it is: Microchip #2! Last, but not least, Microchip #3. If you continue to the left from the start point, you'll eventually make it to a high wall where a purple Shield icon is in sight—on the other side. Go up and over the high wall to get it. But here's the hard part: In order to make it to the Microchip to the far left, you'll have to be faster than you've ever been before. Just as the Shield is about to wear off, jump at the very last second to land on top of the Microchip sphere. It's tough, but it can be done. You do have one alternative method to getting it, and that's by jumping down from the platforms way, way above. Unfortunately, it's just as difficult, because you've only got a split-second to line yourself up with the Microchip before you land on it.



DINOSAUR BONES - 1 Microchip

Surprisingly, there's not much to worry about here. Move to the left and take out the spiders. From the 3rd moving platform, pump up to grab an Electro Power-Up. There are several 1-ups in this area as well, so be sure to get them. The CD is easily swept by looping straight up. Keep tunneling left, and you'll end up at the skull. Inside its mouth is the microchip! That was too easy!



**MODEL CITY - 4 Microchips**

Go left. Get the 1-Up hiding in the hole as you come down the 1st statue. Keep going. Grab the Boomerang and Mech Muses. Hop up to the 1st small platform above the fire pit. Jump to the next one over to the left. Now, jump over one more to the left—there's the CD! When you go for it, keep pushing to the left, or you'll fall into the fire pit. Hey—there's Microchip #1! For Microchip #2, repeat the directions above... until you get to the 2nd small platform over the fire pit. Turn around, hop up and to the right. Turn around again. Kill the spider via your trusty Boomerang.

Now, for Microchip #3: Go right from the start point. Jump between the twin flame jets into the secret area! Once underground, you'll soon see Microchip #3! Microchip #4: Go left—all the way to the area where the CD was. When you get to the edge of the flame pit, move yourself left. Hop over the remaining flame pits and you'll see it nestled between some stone pillars.

**MUSEUM BOSS**

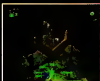
Fee-YIKES! Grab the Boomerang; you'll need it. As the stone slabs fall, try to stay centered on the glass ledge—you don't want to be pinned in a corner. If Health Icons start appearing, try to avoid touching them, so you can use 'em later if you take damage from the boss. When the boss finally rears its ugly face, stay on the left side and repeatedly jump and throw. When of your puss pauses, be ready for its chains of fire to come at you and jump. After about ten hits, it's a goner.

**CD BONUS AREA: TEMPLE - 1 Microchip**

Get the Missiles. Kill the yellowjackets. Leap onto the stone pillars and make your way to the left. At the string of DNA (next to the flame jets), hang and drop to the pillar below. If you can afford it, take the hit and leap through the flames to the pillar on the left. Grab the shield and jet through the lava to the stones. Hop from stone to stone. Now, listen up: Jump to the right edge of the platform with the grey stone slab over it. To avoid becoming spider man, jump high to the left and over the slab. Do the same for the next one. Poison the mantis, and the Microchip is yours!

**SEWER (Level 5)****THE WELLS - 3 Microchips**

Go right. Keep hopping to nab the Poisoner. Move left. Enter the well. Moving left and up, climb the vertical beam. At the top, jump up to the left, onto Microchip #1. Microchip #2: Repeat the above... until you get to the vertical beam. Jump off to the right and onto the small piece of wood. Go down the right side of the long vertical beam and jump to the right stone. Jump over one more. Turn around; hop up and get to the well exit. Take the pipe to well #2. Climb to the edge of the wooden beam and leap off to the left—and onto Microchip #2! Microchip #3: Go to well #2. Wind your way down to the very bottom of the well. Kill the black widow, and climb in for the Microchip!

**ALONG THE SEWER - 2 Microchips**

Immediately destroy the spider. Wait for the bat to get out of range and grab the Poisoner. Traveling right, fog the next bat with Poison. Leap the gap. Go up and around. Snatch the Boomerang from under the stone, and nail the two bats. Navigate the spinning wheels. Wind around, leap the gap and get down to solid ground. Kill the spider. Now, travel under the next pipe and hop to Microchip #1. For Microchip #2, I'll let you in on a little secret (hee-hee! Don'tcha just love little secrets?). That pipe you just crawled under is actually one you can traverse. Just get in and take it under water to the CD and Microchip #2!



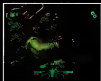
If you haven't already noticed, the pipe's more than just a hint of Crash Bandicoot here. In any case, for Microchip #1, go up into the first pipe. Continue forward. Go into the 2nd pipe. As you go down the slide, jump to grab the 1-Up. If all you have offensively is Slesh, attack enemies at a 45 degree angle; this way, their venom can't hit you head-on. Grab the Health coin (if ya need it) and jump up into the 3rd pipe. Once you're out, hop to the next stone platform. From here, you can enter the pipe overhead by turning around and jumping up. Wind over through the pipe and drop out to grab the Poisoner and the 1st Microchip. Microchip #2: From the starting position, go into the 1st pipe. Pass the 2nd one. Go down the slide. Hop onto the striped moving platform. Continue forward. Jump into the pipe. Hop onto the 2nd moving platform. At the next overhead pipe, turn around and hop in. Wind around, hop out, and head forward again. On the way down the slide, jump up to snatch the CD (if you miss it, don't worry; you can hop back up the slide). At the bottom of the slide is Microchip #2! Microchip #3: From the starting point, go into the 1st pipe. Pass pipe #2. Go down the slide. Hop onto the moving platform. Go to the next pipe and wind around. Drop and kill the snake. Hop to the next moving platform. Pass the next overhead tube. Go down the slide. Moving forward, jump to the sideways-moving platform. Jump off to the right stone. Get the Electro. Continue forward, and you'll see it in no time.



UP THE WALL - 3 Microchips

Go into the well. Hop over, up, and to the right. You should be sitting on top of a sewage drain. Skip on over to the wood beam, grab the Poisoner, and go back up. Keep moving in a circular pattern to the left. Jump up and kill the scorpion. Climb the vertical beam. Jump up and over to the right horizontal beam. Keep moving up the stones.

Take the two moving platforms and get the scorpion. Ride the three moving platforms. Kill the next scorpion. Hop right onto the vertical beam, then creep over and around to get Microchip #1. Microchip #2. Do exactly as instructed above, but pass the Microchip #1 sphere. Hop up to the right. Make your way to the next moving platform. Go up the diagonal beam and behind the fall. On top of the sewage drain is the CD parcel Microchip #3 is a tad bit tougher. Standing on the left most beam of the three horizontal beams, face left. Now, jump up to the stone overhead and position yourself at the left edge of the stone. Leap over and up to the stone; you'll cling to the side. Now crawl on over, baby, and claim your parcel.



CD BONUS AREA:
RYANS WORLD - 3 Microchips

Wow-woe! Lot's of DNA in here! This is without question, the easiest, shortest area in the entire game. Just travel right to the Microchip sphere!



EVIL LAB (Level 6)

CIRCUIT BOARDS - 2 Microchips

Ho-poost! Not the "Lab Lab!" Please... anything but the "EeV Lab!" Grab the Missiles and blast away. At the intersection with the LCD clock, you can either continue moving left, or you can go up. Going left: Jump onto the spinning wheel, leap up, and be ready for the hat. Blast him. Grab the Flame Power-Up. After you burn the spider, get ready to jump off of the end of the slide below. Fry the grasshopper. Next, jump to the ramp ahead. You'll need to keep hopping forward to avoid sliding backwards. The 1st Microchip awards you at the top of the spiral. Going up: Grab the Missiles (using the built-in auto-aim), and at the intersection, you can go either up or down. Go down: You'll find a trail of DNA (a little bit of the "DNA" you saw on the trail "If I don't fall. From this point, if you continue moving left, you'll wind up at the 2nd Microchip. If you turn to the right, however, you'll see the CD... just don't act stupid!



**LAB TOP - 3 Microchips**

The city are fully cybernetic, now! Move left and grab the Boomerang. Now, travel to the right. Jump onto the rats. Next, you'll need to be extra snappy if you want to make jumps and avoid the fisks. When you've gotten past the next cyber-rat, sink down the right-most gap. Drop down two floors. Go right, and enter the "bio-hazard" corridor. Kill the rat. Grab the Smart Bomb. Moving upward, get past the burners. Drop down. Leap the two sinks. Crawl back up 1 floor. Keep moving, and then go down again. When you begin to enter the next "bio-hazard" section, and after the burner, watch out for the rat—he's not easy to see. Go up. The CD is floating over a burner. Now continue up. Kill the cyber-rat. Grab the shield and quickly move to the left and up, up, up to Microchip #1. Microchip #2: After you jump the 3rd burner, hop to the right wall and crawl up and around, hang for it. Microchip #3: Near the position where the CD was by the burners, there is a hole in the wall. Go in, and you'll run right into it.

**HARD DRIVES - 2 Microchips**

Kill the 1st spider from a vertical position. Once over the wheel, go to the right. Move down. At the next wheel, leap out to the DNA trail and swipe the Electro. Go over two wheels. Let the fan blow you over to the wall, but watch that voltage. When you get to the 3rd belt, move against its direction and down until you see a platform on your lower left. Jump onto it, continue left and there they are. The CD and Microchip #1. For Microchip #2, travel left and keep hopping from belt to belt. It's at the very end.

**ON THE CEILING - 3 Microchips**

Jeez, I don't know what they're feeding those things, but lemme cutta here! Actually, the mosquito is easily avoided by moving aside at the last minute when he charges you. When you get to the monitor with the scorpion, crawl under it. Jump to the monitor on the right. Go up to the ceiling above and get the Poisoner. Crawl down the right wall. Kill the spider. Get under the monitor with the scorpion on it. Hop down and nab the Mines. Now, jump from light to light, leaving Mines behind you at each one to kill the mosquitoes. Hop up to the ceiling, being careful not to touch the blue voltage panels. Next, throw your Boomerang at the spider. Now, at the next flush-mounted, circular light fixture, hang and drop to the platform below. From here, hop up and kill the scorpion with the Boomerang. Next, go back up the ceiling and into the ventilation system. Kill the black widow, then wind around. Avoid the scorpion. Get the Health Iron if you need it. Come back down to the main room and snatch the Missiles. Quickly, blast the scorpion from an angle with 3 Missiles—or it's over in a big way. At the next small overhead light, before the blue voltage panels, hang and swing to make the jump to the right. Kill the black widow. Jump down. Kill the spiders and scorpions. Stay on the Microchip #1. Microchip #2: Travel all the way to the right area, pass the 2nd grouping of monitors (stay on the ceiling). The Microchip is in sight, but wait—pass it and grab the final CD pixel. Now go back and get the Microchip. Microchip #3: Go to the monitor with the moss hanging from it (the one with the scorpion on top). Kill him, crawl down, and jump right 3 lights. Way to go, baby!

**CD BONUS AREA#1: BRIAN'S FOLLY - 1 Microchip**

Home say what? There's DNA aplenty, dat's for sure! Make your way around the lights and monitors. Eventually, you'll wind-up at the upper right corner of the room, where the Microchip is. Before you grab it, though, creep past it, because a piece of the CD is on the other side!

**CD BONUS AREA#2: KIP'S BONUS - 1 Microchip**

This level lets you search for 1-Ups, DNA, and all that other fun stuff. But hey, if you wanna end the torment real quick, just jump off the starting ledge to the right and drop straight down. That's right; don't even adjust your D-Pad. After a bit of a fall, you'll slam right down onto a slide and into the Microchip.

**BRAIN BOSS**

My... god. This has to be one of the most intense bonuses to ever hit a 32-bit screen! In addition, the method used in killing the darn thing is actually quite clever. Here's what you have to do: Lure the creature into blasting the glass tubes with its laser. Once a tube has been shattered, it exposes electricity (not harmful to you). Now, all you've gotta do is lure the creature into slamming its claw down onto the voltage spikes to shock the crap out of it. After you've repeated this procedure for all of the tubes, hit the beast 4 times to put an end to its miserable, stinky life. Of course, you can kill the thing with about a hundred or so hits, and without voltage, but that's wimpy!

**THAT'S IT!**

You should be proud. No, seriously! It took a heck of a long time, but you finally beat the game. Now go relax and take some time off from killing stuff by reading the rest of this month's Tips & Tricks!



BY Glenn Broderick



This follow-up to the 16-bit *Lost Vikings* adventure picks up where its predecessor left off and, in the process, serves up some very interesting and expansive gameplay. This strategy will help get you through each of the game's more difficult puzzles, the ones that would normally frustrate you to point of donning a Viking helmet and charging your Saturn.

For the record, this guide assumes that you've played the game a couple of times and know the ropes as far as controlling the characters is concerned (i.e., if it says "move Olaf left" and there's a only a small space through which to move, it assumes you'll know to shrink him before attempting the move.) Further, it assumes that you know which items are needed to exit each level; a good way to avoid any confusion is to simply pick up everything you find.



What You Should Know

- Pick up everything! Anything that isn't bolted to the ground should be in your inventory.
- Don't throw items away! If your health is low and you find some food, it might be tempting to ditch an item that doesn't appear to be doing anything for you. Don't do it!
- Practice each Viking's moves; Erik, Baleog, Olaf, Scorch and Fang all have some obvious and not-so-obvious moves.
- Remember: There's no "I" in "Team"!

Character Moves

**BALEOG**

Bionic Punch—Perfect for getting those hard-to-reach flip switches, punching badies, and swinging (via peg) from platforms to platforms.

Sword Swipe—Nothing fancy, just Viking-style can o' whip-ass.

**ERIK**

Bull Charge—Great for breaking away walls of crates or stones that are one deep.

Rocket Boot Jump—You'll find that this is indispensable when it comes to reaching those not-so-easy-to-reach spots.

**OLAF**

Shield Glide—Hold the big oaf's shield over his head as he falls and he'll glide as gracefully as a swan (almost).

Fart—This guy's got class! The Fart is perfect for breaking away stone or crates in the ground and for getting just enough boost to glide across small chasms.

Shrink—Perfect for getting into those tight spaces.

**SCORCH**

Fire—Self-explanatory. Toasts anything in its path.

Flying/Gliding—Similar in usefulness to Erik's Rocket Boot Jump.

**FANG**

Climb—Great for scaling walls when everyone else appears to be earth-bound.

Attack—Werewolf-style can o' whip-ass.

**Level 1 Password: NTR0**

No puzzle here. Move all of your Vikings to the right past the witch.

Level 2 Password: 1ST5

Move Olaf to the right and block the fireballs while everyone else goes down the ladder. Go down and hold the shield overhead so your teammates can get past the dripping fire.

Level 3 Password: 2NDS

The key to solving this level is in utilizing Olaf's shield correctly. To get the necessary key, you'll have to place Erik on Olaf's shield and Super Jump up. In addition, Olaf's shield is key in protecting members of the team from the onslaught of fireballs.

**Level 4 Password: TRSH**

Erik's Bull Charge starts this one off and is followed by a series of bionic arm grabs by Baleog. Use Olaf to hunt around in the hard-to-see spaces for the necessary items to exit the level.

**Level 5 Password: SW1M**

The key to this level is the proper usage of Baleog and Erik. Make sure that you get the immediately accessible items in the water with Erik before you have Baleog swing over the chasm. After Baleog trips the door switch, dive in the water again with Erik to retrieve the items you'll need to exit the level. Lastly, make sure you don't overlook the small passageway near the end of the level; this is the one through which Olaf needs to go and grab the necessary key.

**Level 6 Password: WOLF**

The stumper in this level is finding out how to get the first key. The answer is to move Olaf, with his shield over his head, to the bottom right of the ladder. Then, move Baleog on top of the shield and use his bionic arm to grab the key. Once you've freed Fang, there's a small puzzle that involves him climbing the walls; you'll need to use this ability to grab the elevator required to bring your teammates up and exit the level. As always, Baleog is the offensive choice for any and all encounters you might have.





Level 7 Password: T1M3

After Erik has grabbed the first key, you need to give it to Olaf if you want to open the door and survive. Use his shield to block the fireballs coming from the other side. Once you've made it to the elevator and are on your way down, you need to watch for the fireballs; make sure Olaf is facing left with his shield in place to defend against them.

At the bottom, quickly switch between Erik (who needs to smash the wall in order to exit) and Fang (who needs to kill all the baddies.)



Level 8 Password: K4RN



Again, your ability to quickly switch between characters is tested here. After Olaf has returned with the gold key and Baleog and Erik go down the ladder, use Erik to smash the wall and quickly switch to Baleog to dispatch the enemies. If you're too slow, both of them are dead.

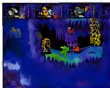
In addition, when you find the key that seems to be out of reach, you'll need to use Olaf as a blocker while Baleog comes up from behind and throws a bionic arm diagonally upward. Once you've got the key, move everyone to the exit.

Level 9 Password: BOMB

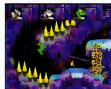
Since Scorch is introduced in this level, a key part of exiting it is through the use of his unique abilities. Once you've freed him, use him to kill the red dragon and the baddie; then fly directly up and grab the dragon's egg, which you'll need in order to exit.

When you go through the first portal, make sure Olaf goes first with his shield ready; follow quickly with Scorch to kill the attacking baddies.

Perhaps the biggest challenge in this level is learning to use the balancing platforms. As a rule, use whoever can jump (Scorch or Erik) as the variables in the balance equation and place the other two, one at a time, on the platforms in order to bring them up.



Level 10 Password: WZRD



The key to this level is masterful use of Scorch. After Baleog is in place and Erik has retrieved the scroll and gone through the teleporter, use Scorch to fly directly above the bridge that Erik dropped. Go directly up, kill the wizard and push the block off the platform. Continue all the way right, then go up, then go to the left. The necessary door switch is all the way to the left, past the red dragon. Once this is done, the key needed for exiting will be waiting for Erik near the starting point of the level.

Level 11 Password: BLKS

The first problem here is figuring out how to unlock the first lock. You need to place Olaf with his shield overhead just under the lock, then climb up on to the shield and hit the lock.

After you've gone through that door, you might be wondering where the red key is. After the first bridge is dropped and Erik moves

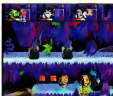
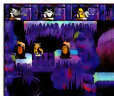


over it, look directly overhead; there it is! Use Erik to grab it and unlock the door while Fang and Olaf take care of the Wizard. The key to getting past the "three Rock" scenario is the following: the 1st and 3rd switches will provide safe passage for Erik if they are hit alternately.

When you've made it through the rocks, swim up the other side of the canal with Erik and break the rocks blocking your path—do not hit the switch directly above the rocks; simply jump up and to the right. Use Fang to hit the switch; the bridge will drop and Erik and will have plenty of room to run and crush the wall to the right.

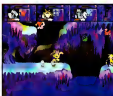


Level 12 Password: TLPT



As in Level 11, one of the biggest problems here is providing safe passage through the rock puzzle. Here's the proper sequence: Hit the middle button first, the right switch second and the left switch third. If you can't find the magic wand, try taking a look to the left as you ride the series of air streams upwards; after the switch at the top is flipped, Olaf can go down to the next platform, shrink, go in, and grab the wand.

Level 13 Password: GYSR



The balancing platforms come into play again. The best way to get Baleog and Olaf up to the platform on the right is as follows: Using Erik, jump up onto the balancing platform on the right, bring it down, let one of the other two get on, then move Erik off and use him to jump up on the left-hand balancing platform. After you've used Erik to clear a path for the air streams, use Baleog to continue up and kill all the baddies. Once he's finished, Erik can come up and clear the way for Baleog; then bring Olaf up. Drop Olaf down first to corner the baddie, then send Baleog down to kill him and grab the items needed to exit.

Level 14 Password: B3SV

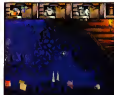
The most essential bit of strategy for this level involves placement of the bomb that Erik picks up under water. You can either place it on the crates directly across from the starting point or on the crates to the right of the bottom of the elevator. **DO NOT PUT THE BOMB AT THE BOTTOM OF THE ELEVATOR!** Place it on the crates across from the starting point, move into the room, hit the switch and drop the block down. You'll have to go down and push the block to the right onto the spikes so Baleog can go safely over.



The next challenges here are the balancing platforms. In order to successfully use them, you'll have to hang Baleog by the peg between the two platforms, put Olaf on the left platform and Erik on the right platform. Then swing Baleog over onto Erik's platform; then, you can fart off the platform with Olaf, go left, down the ladder and push the block off to the right so it blocks the fireballs.

Level 15 Password: R3T0

Another new item comes into play here: the see-saw. You'll find that using this piece of equipment well is essential to beating the level. Getting Olaf up to the top of level depends on your ability to place Olaf on the left side of the see-saw and use Baleog to swing and hit the right side of the see-saw, popping Olaf up into the air. Once airborne, all you need to do is guide Olaf to the left and grab onto the ladder.



Once you've got everyone up there, you'll have to decide what the heck to do with them. Assuming that you've already used Erik to swim all the way over to the left and break apart all the crates on that side of the ship, you'll need to move everyone over there by jumping/farting/swinging across the chasm. Once there, you'll need to move left over another chasm (the bottom of which is lined with spikes!) Use Baleog to hit all the red door switches, then send Olaf off to the right, gliding down into the room to the right of the flaming rope. That's where you'll get the hardest-to-find key.



Level 16 Password: DRNK

There are a lot of little nuisances in this level; but one, huge puzzle stands as the biggest obstacle. How do you get the items out of the room when Erik steps on the pressure plate? First, you'll need to get both Erik and Olaf over to that section of the level. Then you have to get the bomb and the key that are kept in the small room to the right of the chasm (you'll have to use Olaf to get them.)

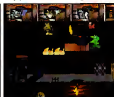


Once you've gotten Olaf through the locked doors on the bottom right side of the chasm, take the elevator up, then bring Erik up out into the upper-left side of the chasm where the pressure plate is. Make sure he's stepping on it before you proceed with Olaf. Switch to Olaf, shrink down, walk all the way to the left (in front of the cannon) and place the bomb. As soon as it goes off and the small crate is destroyed, run directly across the line to the left, run into the room, grab the items and come back out. Glide down to the bottom right platform and follow with Erik before he gets killed by cannon balls.

Level 17 Password: YOVR

This is another level filled with brain-teasers, but one in particular deserves some hard-core explaining; it involves the balancing platforms. In order to exit the level, you need to get Baleog all the way to the top of the screen. Here's a step-by-step on how to get him up there.

Step 1: Position Olaf on the stationary platform on the right and Baleog to the bottom left of the balancing platform.



Step 2: Use Scorch to bring the left balancing platform down, move Baleog onto it, move Scorch off.

Step 3: Use Scorch to fly up to the right balancing platform down.

Step 4: Move Olaf onto platform with Scorch. Baleog should then be able to walk over to the left, hit the diving board and land to the right on top of the thick chain that Scorch can manipulate to bring him over to the pressure plate.

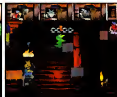
Level 18 Password: OV4L



As with the last, the key in this level is manipulating Baleog correctly. First, get him up into the mast level of the ship. How do you do this? Simple; all you have to do is manipulate the door switches so that (a) Fang can go up to the left and bring down the elevator and (b) Olaf can go up the same way and fart on the necessary crates to clear the way for Baleog. Once he's up there, you simply need to put him on top of Olaf's shield so he can hit the necessary door switch with his arm.

Level 19 Password: TIN3

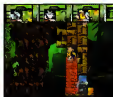
There are a lot of puzzles in this level, but one deserves an explanation because it's deceptively easy. All you need to do in order get that elusive key is the following: Move Erik to the upper-right corner of the level onto the pressure plate, move Scorch up to the left of Erik to activate the other pressure plate that drops a stone beneath the key. Then use Baleog to go up the elevator, walk over onto the stone and reach up to grab the key.





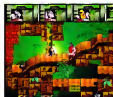
Level 20 Password: D4RK

There are two fundamental challenges here. The first is getting access to the bouncing platforms. To do this, you simply need to take Olaf to the second platform over from the starting screen and have him glide off and down to the left. Shrink him down, go into the teleporter, and you'll be beamed up on top of some stones. Fart on them to come down and push the block off to the right. This opens up the bouncing platforms for all three. The second challenge is in exiting the level with the balancing platforms. Once you reach this room, remember to keep Baleog from dropping down to the ground; if he falls, you won't be able to counterbalance Olaf up on the left platform. Once Olaf is on the other side, standing on the pressure plate, bring Baleog down to the left platform, counterbalance him with Erik and you're all set.



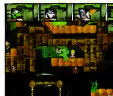
Level 21 Password: H4RD

In order to reach the final area of the game (where you load up on "exit items") you've got to do the following: Take the air stream up with Erik and hit the switch. Switch to Olaf and take him up the air stream; fart on the bricks when you reach the top. Bring Baleog up to hit the switch to the far right. Switch back to Olaf, shrink down, grab the bomb and give it to Erik. Next, bring Erik down and blow up the wall to the right; as this happens, be sure you've got Olaf pushing right on the block in front of him to block the obstacle coming down.

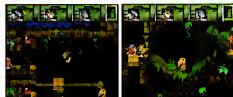


Level 22 Password: HRDR

The various moves needed to bring each character into this level's later realms are sure to baffle even the most experienced player, so here are some sure-fire pointers. Once you've crossed the bed of spikes with Baleog and hit the necessary switches, you need to get him back across the bed and into the teleporter. The catch is that you'll need Olaf's help; he'll have to shrink down and find his way over to the balancing platforms where you'll need to raise yourself up.



Level 23 Password: LOST



After swinging across three consecutive pegs with Baleog, chances are that you've gone ahead with Fang and Erik and tried to finish the level to no avail. You've got to get Baleog up to the top of the screen and here's how you do it. After you've gone past the three pegs (with the moving platform on the ground), you must take the air stream up (with Erik) to the next platform (below the teleporter skull). Move Erik left, over the poisonous plant and on to the elevator. Bring it down and pick up Baleog.



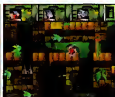


Level 24 Password: OBOY



So you've gone down the fiery cavern and made it to the balancing platforms but you don't know what to do. Get Baleog on the left side and Erik and Olaf on the right; then use Baleog's arm to reach up and grab the bomb. Give it to Olaf to use on the wall to the left. Then, using Olaf, go join Erik in the next room; bounce him up next to the bridge. Then hit the red switch that will lower the bridge, allowing Erik plenty of room to hit the wall on the right.

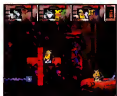
Level 25 Password: HOM3



Torch distribution is generally a huge problem in ... particularly in this level, since there are two very dark places and only one torch. I've found that the best thing to do is to give the torch to Erik first. Let Fang climb the walls and go to the right until he goes into complete darkness. Let him walk for a second until you hear a "click", then switch to Erik; you'll find that you can go down into the water, come back up, kill the gorilla and let Scorch in through the passage that was opened by Fang. As you progress to the right, you'll find Fang unharmed.

Level 26 Password: SHCK

As the game draws to a close, intricate timing becomes more and more important. Level 26 has two prime examples of this.



The first occurs after Baleog and Erik come down the elevator and free Olaf. The see-saw-like thing on the bottom requires perfect timing. The best plan is to put Olaf on the right side of the thing and drop Baleog down onto the left. Once airborne, you need to avoid the fireballs and guide yourself into the item-filled cavern. The second instance where precise timing is required comes directly after this, with the "tea cups" surrounded by lightning. Unfortunately, the only sure-fire way to manage this is a gentle finger on the control pad and an even gentler finger on the jump button.

Level 27 Password: TNNL



This time around, you not only have to control your guys with intricate timing, but you've also got to deal with what is probably the game's most brain-busting puzzle. Here's the problem: You need to send two Vikings up the air shaft without getting shocked. At the same time, though, you need someone down below controlling the electricity flow near the balancing platforms. Send Erik and Olaf up the air shaft and use Fang (once he's turned on the air shaft) to keep watch on the balancing platforms.





Level 28 Password: H3LL

All right, time to cut to the chase. You're not getting anywhere unless you know how to get your guys down into the thick of this level. You've got to counterbalance Baleog so he can go off into the air shaft first (this is the only way he can go.) Get him over on the right side, put him and Olaf in so they're even, then jump in with Olaf. Walk Baleog immediately off to the right. Once everyone's down, remember to use Olaf's shield for a running surface so Erik can break that hard-to-reach wall.



Level 29 Password: 4RGH

Yet another expansive and very demanding level. This (perhaps more than any other level) demands perfect control over all of your characters. To start it off, you'll need to get Scorch over to the right trip switch. Then use Erik to explore the area; have him get the goods and exit.



Level 30 Password: B4DD

Olaf takes the left, Scorch takes the center, and Fang takes the right. The next-to-last level is nothing if not big. The key to success in this one is the following: You need to take Scorch through the center portal and do battle with the (under?) boss. In order to beat him, you must kill the baddies at the bottom of the screen and collect the bombs they leave behind. Then go to the top of the screen and drop the bombs on the boss as he rises to chase after you; you'll have to do it so that the bombs deflect his path right into the electric current. Once he hits the current, he'll give up the key which is absolutely vital to finishing the level.



Level 31 Password: D4DY

The perfect end for such a huge and complex game. Start it off with Olaf versus the Boss. Collect a bomb from him by hitting the fire switch on the left. Then quickly shrink down, walk across the blue platform and return to normal size. As he begins to ascend up the chasm to your right, quickly jump across and drop the bomb on his head; this will divert his path to the right. Quickly move to the right and hit the fire switch so he runs into it and collect the key he drops. The other boss encounter worthy of explanation is when Fang and Scorch are stuck underneath the two blocks and it appears that they'll be crushed. You need to run up with Olaf, have him shrink down and hand something important to either of the other two...





ALPINE SURFER™

Secret Character!

It may not be as exhilarating as the real thing, but Namco's Super System 22 arcade hardware makes *Alpine Surfer* an excellent simulation of the snowboarding experience. Heck, who can afford to buy all of that crazy snowboarding gear, anyway? Even if you're a pauper who wouldn't be caught dead on a real ski slope, you can always strap on those bindings and gear up for the price of a few tokens.

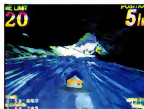
Not only is *Alpine Surfer* more fun than *Alpine Racer*, but it's also a lot easier for those of you who get tired climbing a flight of stairs. The fact that there are only two runs in the game is less than thrilling, but the cool tricks and secret character make up for it. Secret character? Yep—you can play as a penguin who shreds down the slopes on his stomach, just like in the Big Penguin Race in *Super Mario 64*! Here's how to find him:



1. Insert your tokens or quarters. Some machines may send you right into the Mode Select screen at this point, while others may require that you press the **START** button first.



2. Press and hold both the Left and Right **SELECT** buttons.



3. While holding both buttons, press the **START** button seven times. If done correctly, you'll hear a chirp and you'll be playing as the penguin!



While the penguin has better maneuverability and is a harder target for oncoming trees, you cannot qualify for the fastest times with him. But it's still fun to get him on the screen and watch the jaws drop when your friends see him!

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**FROM THE
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CRIMEWAVE

STRATEGY GUIDE

BY NIKOS CONSTANT

- The most important skill to learn is how to use the map and the on-screen directional arrow to find the enemy. Follow the enemy on the map and use shortcuts to get them off.
- As you approach an enemy, the directional arrow will start flashing. Shoot your weapons to slow them down, even if they're still off the screen.
- The fifth enemy in a sector is usually very quick; try to corner them and then blast away.
- Use the brakes to keep the enemy in sight.

WHAT YOU SHOULD KNOW

You'll use these more than the rear weapons, so learn them well.

FRONT WEAPONS

ROCKETS



The simplest of the front weapons; about three direct hits will destroy a car.

DOUBLE ROCKETS



Easier to aim than single rockets because they are a bit more forgiving.

SPREAD FIRE



My favorite weapon for high speed chases because you can concentrate more on driving than aiming. Kill away!

PIERCER



Save them for anything with armor, especially the final enemies in a sector.

SEEKER



Your basic homing weapon, but watch out because the seeker will seek out anything including innocents.

BREAKER



A hard weapon to find, but a joy to kill with. Sends out a slew of bombs that clears a large path ahead of you.



SELECT ZONE

Options

Midtown	Business
Uptown	Industrial
Downtown	Beach
Eastern	Suburbs
[M] Choose [C] Cancel	

2 GAME PATHS

There are two different game paths when you start to play. The Beach path is easier than the Business. However, you'll receive more powerful weapons sooner on the Business path. Once a sector is open, you can start from that point, but you'll still have to go through all the sectors you have opened before you reach an unopened sector. One advantage to this, however, is that you can start the game with a different car. Some cars are faster and more maneuverable than others, so as the sectors open up you may want to experiment with other cars to find which one fits your style.

SELECT ZONE

Options

Midtown	Business
Uptown	Industrial
Downtown	Beach
Eastern	Suburbs
[M] Choose [C] Cancel	

POWERUPS

Weapons aren't the only items you should be picking up or shooting for. Look out for these power-ups that will keep you fast and alive.

SIL0



Look for the grey silos and shoot them to reveal weapons.

FUEL



These give your car back some energy so you won't blow up.

TURBO



Turbo power-ups give your car extra power and control to gain speed.

REAR WEAPONS

Use these to take out opposing cops that will be on your tail.

SPREAD MINE



Drops three mines at a time. Go too slow as you release them and you'll mine yourself!

REGULAR MINE



One mine comes out; not very good for anything.

BACK ROCKET



One shot that can surprise the heck out of a rival. Best when used in bursts.

SIDE ROCKET



Good when you approach an enemy too fast and pass them.

ROAD LUBE



The most *Spy Hunter* of all weapons, but not very useful except for laughs.

JATO UNIT



A turbo boost that can be used to catch up to the final sector enemies that are fast.



BEACH SECTOR



The Beach car is a maneuverable Dune Buggy. Some enemies may be cornered on the piers that lead into the water. There you will also find power-up silos. The final enemy is a giant green tank that moves quickly. Many times, it will be hanging out trapped by the railroad tracks, so see if you can corner it there. Most of the roads are two-way, so remember to drive on the left side.



SUBURBS SECTOR



The 'burbs have the twistiest roads and the most obstacles. Hidden amongst many of the houses are weapon silos. Just watch out for the missile turrets that protect them. The blue family-style car is fast and semi-maneuverable. The final enemy is a large fire truck that is really fast. You have to drive perfectly to catch up to it. Once you've got it, use missiles to kill it quickly.



BUSINESS SECTOR



The best place to trap enemies is on the sky highway that travels around the perimeter of the Business sector. Get on it and usually an enemy will appear ahead of you so that you can nail them. This is an especially useful technique for getting the final boss (see right picture.) The car is a police car that is very maneuverable and fast. This is a pretty basic level.



INDUSTRIAL SECTOR



This level is the second hardest next to the Casino level. You're driving around in a tow truck which isn't very maneuverable and there are a lot of little poles and boxes in your way that can hang you up when you're right on somebody's tail. The final enemy is a jet plane that usually traps itself by the runway. It's very fast and hard to catch up with it. Cut it off at the pass.



UPTOWN SECTOR



The high-class neighborhood has yoe creising around ie o Duseeberg. The second eeemy is o tank that's fast ond hard to blast; thee yoe get to the final boss which is a real beast. Luckily he trops himself o lot of the time by the troie tracks. Stay behind him to avoid weapons.



MIDTOWN SECTOR



Drive around in the attack cop. This level takes its tempo from you with all of the missile silos. Stay out of their way. There are o toe of silos too, so it's yoe choice whether yoe want to keep stocking up or take some licks from the missiles. The lost enemy is o cement truck that's easy to catch up to bet has o lot of armor ond o tight turning radius. Stay ee him with guns.



DOWNTOWN SECTOR



The coolest car in the game, this grey street warrior is really tight. It's hard to get to this level, but it's pretty easy to get yoe first four enemies. The final guy is oother story. There's o toe of armor on this oroce behemoth from the construction site. Try to stock up ee the missiles because the machine gee isn't going to take him dowe in the time allotted.



CASINO SECTOR



The hardest level to coequer. The large pick walls ond colortel buildings block yoe path, so watch for the tight opeeings that yoe coe seek through to get to the eeemies. Your car is o fast red sportster that has o tight turning radius. Use this maneuverability to yoe advantage. The final enemy is o large white toek that beres up the pavement. Use yoe speed to heat him dowe ond thee keep on it.





Ten years ago, when all my friends were playing the original *Street Fighter*, I found a shoot-'em-up which is still one of my personal favorites; it's also one of the most taxing shooters

I've ever played and beaten. *Rabbit Punch* is a bizarre game to say the least: imagine the successors of *Rabbit* (from *Jumping Flash!*) duking it out with a menagerie of oddball aliens. It was a better-than-average shooter at the time of its release, with plenty of multi-layered scrolling effects, sampled sounds and a difficulty level bordering on insanity; it starts off easier than *Barney's Hide & Seek Game* and ends up harder than the *Genesis Batman & Robin* cart. We hope you enjoy our look at this classic arcade game.

POINTERS

- Unlike most shooters, it is not possible to overlap both rabbits on the screen in two-player mode. Be prepared for this limitation in close quarters.
- Shooting in *Rabbit Punch* is semi-automatic: you can hold the button down for rapid-fire. After a certain amount of time, however, the rate of fire slows down. To speed it back up, release the button and hold it again.
- Bombs which appear on Stages 2, 5 and 7 can be "punched" away.
- Each enemy master has its own weakness, but you must be cautious in order to find them because there are no "safe spots" in these battles.
- Many of the slower-moving masters and masters can be eliminated much faster if you use the *Rabbit Punch* attack.
- You can avoid losing enemy masters instead of destroying them; however, when they move off the screen, no Carrot points will be awarded.
- Once you've reached Stage 9, it will forever remain your continue marker. That is, if you die in Stage 11 and continue, you'll start back at Stage 9.

Easter Eggs

Bonus Points

Exactly what the name implies. Remember that in 1987, players actually cared about getting a high score.

Carrot

Besides being a great source of Vitamin A, the small carrots replenish one unit of health.

Large Carrot

The same as their smaller counterparts, except these will replenish three units of health.

Bunny Attack

Your rocket to temporary invincibility. A tricky trail follows your bunny for the duration of the attack. Just before it ends, an ominous voice will say, "Time over."

Homing Missile Icon

Once you grab this missile-like icon, your bunny dons a cute orange bow and your missiles turn into heat-seekers (if you have any left). Note that if you pick up extra missiles while you're wearing the bow, they will be homing missiles, but if you get hit, you lose the bow and your missiles return to normal.



Rabbit Abilities



Rabbit Punch

When in close, our furred friends rely on their rabbit reflexes to knock out any obstacles. The *Rabbit Punch* is much stronger than the standard shot, but it's also more risky as one must get close enough to use it. It works great against slow-moving obstacles and bosses as well.



Standard Shot

Your *Bunny Bullets* provide you with enough support to get through the game. Nothing too powerful, but it does have a constant rate of fire.



Missiles

Your bunny is equipped with a limited amount of high-powered missiles. These rockets can take out swarms of enemies with ease. Be sure to use them sparingly and save them for your confrontations with the enemy masters. You can also charge them to homing missiles with a special power-up.



Bunny Hop

The *Bunny Hop* is the precursor to a special attack made famous by Guile in *Street Fighter II*: the *Flash Kick*. Hold the joystick Down for one second, then quickly press straight Up. Your bunny will then fly sky high.





SPACESHIP SECTOR



Stage 1

This odd-looking quadruped can be dealt with by simply by positioning yourself at the lower left corner of the screen and firing away. Another method—though much more risky—is to get close enough to smack it around with a couple of punches. This guy is a warm-up for the rest of the game.



Stage 2

You will face off against three robots. In "Normal" mode you'll fight the smaller droids; in "Expert" you have to contend with the more body-looking robots. The center of the screen—while not keeping you safe from bullets—does work as a safe spot against the robots' large laser, which can kill you with one shot.



Stage 3

Here you face five paper tigers. While they can cause trouble in great numbers, if you eliminate the first two or three at the outset you'll have no problem. Position your rabbit at the lower center of the screen and fire away. You should be able to dispose of at least two this way. The rest can be dispatched with a couple of rounds of missiles.



Stage 4

Once you reach the core of the Spaceship you must destroy it. No easy way around that one: just fire away until the core is "well done." If you wait too long it will emit invulnerable cubes in groups of three.



ASTEROID BASE



Stage 5

This odd-looking miser is easier to beat than you might think. Destroy the rocks orbiting around it, then aim for the mouth. Be sure to stay away from his eyes.



Stage 6

Now we know what Kirby was doing before he signed a deal with Nintendo. Pick a spot and stay there when fighting this not-so-friendly ghost. You can destroy oncoming turtles this way and avoid your adrenergic opponent's ordinance as well. Move up or down when his charges at you.



Stage 7

The boss of Stage 7 looks somewhat like a stone totem. He hurls flames and bullets in a horizontal pattern. Move in an opposing pattern to his to beat him; that is, when he moves up, you move down.



Stage 8

This large head looks like the master of Stage 5 except for the fact that he doesn't move and has a hookworm friend coming out of his mouth. The fastest way to defeat this goon is to punch him. If you lose a life during this battle, fly up to his mouth and punch away before the grace period of invincibility wears off.



PLANET SECTOR



Stage 9

When fighting the dragon, start with four sets of missiles, then fire away with Bunny Bullets at a close but safe distance. He should die rather quickly if handled correctly.



Stage 10

No snowmen here, just a huge Woolly Mammoth. To defeat this master you must work in a clockwise pattern around the playfield. Start at the bottom-left of the screen; when you see an opening go up and right. Next you will be forced to go under the titan. Fire while repeating this pattern to win.



Stage 11

The strategies don't change much for this level, in which you face the masters of Stages 1, 3, 7, 5 and 6.



Stage 12

In the final and most difficult stage, you first face a guardian who carries a very big axe. Fire and fire until you think you can't fire anymore. If you see your bullets ricocheting up or down, you're hitting the wrong spot. When the skeleton appears, you must use a figure-eight pattern to avoid both its bullets and flame shots. Very tough...







CRYPT KILLER™

STRATEGY GUIDE

BY NIKOS CONSTANT

WHAT YOU SHOULD KNOW

- Get yourself a Konomi Justifier gun or one of the other brands that's on the market now. It will make winning a lot easier.
- Try to save your bombs for the final bosses. Only use them when the situation is dire and you're being swamped by creatures.
- For each level we show you one path, either

right or left. The opposite path is actually one of the other levels' right or left path.

Underneath the level picture we tell you which level is the opposite to the one that we're mopping out. The pictures either indicate locations of weapon treasure boxes or particularly difficult sections of the level.

- Some weapons appear while shooting on enemy without a treasure box appearing, so be sure to shoot at everything.

ROY HARRYHAUSEN

While playing through *Crypt Killer*, members of the *Tips & Tricks* posse noticed something kind of strange about the game. A presence was felt that we had not felt since...anyway, something about the monsters in the game reminded us of old science fiction movies; specifically, those done by Roy Harryhausen, the undisputed master of stop-motion effects during the 1940s, '50s and '60s. You can see the similarities between *Crypt Killer*'s monsters and Roy's in the box to the right. But what about this guy Roy?

BEGINNINGS

Roy Harryhausen started building models and making movies with them in his parents' garage while he was in high school. Roy made models of dinosaurs and space aliens with realistic moving joints. Using a movie camera, he would take a picture of the model, then stop the camera, move the model into the next position and take another picture. Repeating this process

GALLERY





WEAPONS

The best thing about getting a weapon power-up is that you won't have to reload for the duration of you owning that weapon. You start the game with the six-shot. The automatic is good because it lasts a long time. Shotgun and Flare give a burst effect. Gatling is a machine gun.

6 SHOT



AUTOMATIC



SHOTGUN



FLARE GUN



GATLING GUN



Shown is the Left Path.
Right is the same as Level 6.



Watch for Medusa's snakes; they swarm. Use bombs to kill 'em.



Shown are all the power-up boxes.



Shown is the Left Path.
Right is the same as Level 4.



The rock boss is the hardest one to kill. Bombs don't affect it much, so keep shooting and use the bombs to brush it back.



The undead guys that grow out of the ground (not mummies) are harder to kill because you have to wait for them to grow completely before they can die.

Roy vs. CRYPT KILLER

PLAY SUMMARIES

Why are we talking about Roy Horryhausen? Look at how similar the characters in *Crypt Killer* are to creatures in Roy's movies. Copy or homage?



HARPY



HYDRA



GRYPHON



SKELETONS



KALI





Shown is the Right Path.
Left is the same as Level 5.



Aim for the jars on the right side of the screen. They are the ones that contain weapons. The others are empty.



The Gryphon takes more damage when it is moving. Bomb it then.



Shown is the Right Path.
Left is the same as Level 2.



Shoot the right chest for a weapon. Be sure to shoot all three blades that drop from the ceiling. Use a bomb to get rid of fireballs.

Kill Hydra with bombs to get rid of some heads then bullets.

PATHS JEWELS & ENDINGS



There are 6 levels to choose from when you start Crypt Killer.



In each level, there are two times that you must choose a path. The jewel you receive at the end of a level is dependent on which path you chose.



Choose the right path twice in a level and you get the blue Jewel. Left twice gives you the purple one.



over and over hundreds of times, then playing back the film at regular speed, the monster or dinosaur model looked like it was moving normally. They looked alive!

At the time that Ray was doing these experiments, the master of special effects in the movies was a guy named Willis O'Brien who was famous for doing the stop-motion effects in the 1933 version of King Kong. Figuring that Willis was the guy to work with, Ray showed him some of his garage experiments in stop-motion. Impressed, Willis hired him as his assistant for the movie *Mighty Joe Young*. Ray did much of the animation in the film himself, and he was on his way to becoming the new master of special effects.

In 1952 Ray was given the job of doing the technical effects on his first feature film, *The Beast from 20,000 Fathoms*. He had been doing short films of Mather Goose fairy tales for a few years and this was his big break. After *Beast*, Ray teamed up with movie producer Charles Schnee. This partnership would last for the rest of Ray's career. Ray and Charles made four films, each improving on stop-motion and other special effects processes. In 1958, Ray wanted to start calling the stop-motion process something that would differentiate it from "animation", a word that made most people think of Bugs Bunny and Mickey Mouse. Ray came up with the name "Dynamation".

FILMOG

- As Technical Effect Assistant:
Mighty Joe Young (1948)
 As Technical Effect Creator:
The Beast from 20,000 Fathoms (1952)
It Came from Beneath the Sea (1954)
The Earth vs. the Flying Saucers (1955)
The Animal World (1956)
20 Million Miles to Earth (1957)
The 7th Voyage of Sinbad (1958)



Shown is the Left Path.
Right is the same as Level 3.



This level has the most weapons. The box by the coffins is the hardest shot in the game. Watch for the arrows that come out of the walls.



The King Tut head is invincible while spring. Aim for the arms that encase you at these times. When it's all, use bombs.



Shown is the Right Path.
Left is the same as Level 1.



The caskets in the trees are hard to get. Shoot for the middle ones. When given the choice, shoot the left casket. It holds the weapon.



The multi-armed goddess Kali has two tricks up her sleeve. The first is the man-eating flies. The second are the swords that she throws. To deal with all of these weapons, shoot in a circular motion outward from the center of the screen. You'll hit everything.

If you get two purple jewels by going left in two consecutive levels, then you'll get one of the games bad endings, where all of the game's monsters gang up on you and kill you. But this is not your only ending.



If you go left in the first level you choose and then right in the second level, (purple jewel in the left eye and blue jewel in the right) you will get one of the game's good endings. The sword of fire conquers all.



Take the right path in both levels, getting blue jewels in both eyes, gives the mysterious movie ending. Is this another due to the Ray Harryhausen/Crypt Killer connection? Is the whole game just a movie?



Go left in the first level and right in the second (blue jewel in left eye and purple in right) gives you the second good ending. Can you find the secret fifth ending, where you do battle with the strange bald man?

RAY'S

DYNAMATION

WHAT HAPPENED?

The 3 Worlds of Gulliver (1959)
Mysterious Island (1961)
Jason and the Argonauts (1963)
First Men in the Moon (1965)
One Million Years B.C. (1966)
The Valley of the Gwangi (1968)
The Golden Voyage of Sinbad (1973)
Sinbad and the Eye of the Tiger (1977)
Clash of the Titans (1981)

The first Dynamation movie was *The 7th Voyage of Sinbad*, now considered a classic. (It's no wonder that *Crypt Killer* borrowed so liberally from the creature design.) Ray and Charles went on to do other movie classics using Dynamation, including *Mysterious Island* (A Sequel to *20,000 Leagues Under the Sea*), *Jason and the Argonauts*, *One Million Years B.C.*, and two sequels to the first Sinbad movie, *The Golden Voyage of Sinbad* and *Sinbad and the Eye of the Tiger*. All of these are great movies with lots of ideas for budding video-game designers—so check them out.

So what happened to Ray? Well, his last movie was *Clash of the Titans* in 1981. Unfortunately, it was after the FX masterpiece *Star Wars*, and it never quite saw the popularity of his other movies. Ray made his mark though, and he retired from filmmaking. Now, most movies don't use stop-motion. With the advent of high-end computer workstations, what used to be done using stop-motion is now done with computer animation. Steven Spielberg was originally going to use stop-motion for the dinosaurs in *Jurassic Park*, but George Lucas convinced him to go with computers. It was the end of an era.

TIPS & TRICKS SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so **YOU** can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox, we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tips & Tricks Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



BLAST CORPS

Nintendo • 3/97



We've known about *Blast Corps* for a while, but all we heard was that it was a game about smashing buildings. That's part of its appeal, but there's a reason why you're encouraged to be so destructive: There's this nuclear warhead, see, and it has somehow gone into a dangerous meltdown phase as it was being transported across the country on a semi. The driver is dead and the truck is driving by itself in a straight line at a steady five or ten miles per hour. No one can get near the cab without being killed by the radiation, so your job as a member of an elite government

strike force is to get everything out of its way! You'll have a vast array of destructive vehicles at your disposal, including tractors, bulldozers, high-tech drills and even armored flying suits, and all you have to do is smash buildings, walls and other obstacles to clear a path so the truck doesn't blow up and initiate nuclear holocaust. There are even "training" levels where you can learn how to operate the more sophisticated machines. *Blast Corps* is the second Nintendo 64 game from *Killer Instinct* Gold developer Rare; the company's *GoldenEye* James Bond game is also on the way.



Choose your character from a squadron of demolition experts.



Jump out of your vehicle and climb into a different one!



If you don't smash every obstacle in the truck's path, the nuclear missile it's carrying will explode!





CASTLEVANIA

Konami • 6/97

Konami's Incredible Castlevania series has given us some of the finest games ever released for the NES, Super NES, Genesis and Game Boy—but the one adventure of the vampire-hunting Belmont family that most American players have never seen is the finest in the series. The game known as *Dracula X* on the PC Engine game system in Japan is considered by many to be Konami's finest hour; even the slightly watered-down *Dracula X* game that appeared on the Super NES could not compare to the beautiful hand-drawn graphics, lush CD soundtrack, wicked enemy intelligence, secret characters, multiple game paths and stunning "boss" battles of the original. The news of the release of this all-new Castlevania PlayStation epic has Japanese gamers going crazy, because they remember the magical result of the last time that Konami designed a Castlevania adventure for a CD-based system. Watch for this one!



STAR FOX 64

Nintendo • 6/97

Four years after the release of the original *Star Fox*—which needed special FX chip technology to create a polygon-rendered space shoot-'em-up on the Super NES—comes this 64-bit update; Fox McCloud must have been waiting for technology to catch up with him before he took off on another ad-

venture. Co-pilots Peppy, Falco and Slippy have returned to help Fox protect the planet Corneria once again; the game offers a four-player simultaneous mode that takes advantage of the Nintendo 64's four built-in controller ports. Players also get to drive "land tanks" in certain ground-based stages.



RALLY CROSS

Sony • Available Now

An off-road rally racing game for up to four players, Rally Cross offers 20 different vehicles and six different race venues, each of which is made up of three courses. In addition to the three levels of difficulty, the game includes five different game modes, including a "see-

son" mode and an "unlimited laps" setting. Power-sliders will appreciate the variety of racing surfaces in the game; you'll go from mud to grass to gravel or even snow and ice. The screen splits into halves or quarters for multi-player races. Developed by Sony Interactive Studios,



GAME & WATCH GALLERY

Nintendo • 5/97

Even before the release of the original NES, Nintendo's first home video games were LCD "Game & Watch" devices that featured simplistic single-screen games like *Turtle Bridge* and *Snoopy Tennis*. This new Game Boy cartridge faithfully

reproduces four of those classics—*Fire*, *Octopus*, *Oil Panic* and *Manhole*—as well as adding upgraded versions of the same games featuring familiar Nintendo characters like Mario, Luigi, Toad, Donkey Kong Jr. and Yoshi.



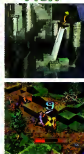


VANDAL HEARTS

Konami • 3/97

After scoring with its first PlayStation role-playing game, Suikoden, Konami is back on top with a new RPG. Vandal Hearts has an intriguing storyline, but it's very combat-intensive. Fortunately, the fighting

scenarios use a state-of-the-art combat system that allows players to view battle scenes from any distance and at any angle. Unlike traditional video-game RPGs, elevation also plays a part in battle strategy.



CRYPT KILLER

Konami • 4/96

Just before we went to press, we received a copy of the Saturn version of *Crypt Killer*. Based on the arcade "gun game", this spooky shoot-'em-up finds you blasting away at all kinds of monstrosities, from sea creatures and harpies to

ghouls and reanimated skeletons. Look for our strategy guide in this issue; you'll find tips on the game as well as information on the special-effects genius who unwittingly inspired *Crypt Killer*'s designers with his work in the cinema.



VIRTUAL POOL

Interplay • Available Now

A conversion of the critically-acclaimed PC simulation, *Virtual Pool* offers four pool games—8-Ball, 9-Ball, Straight Pool and Rotation—with real-life physics and geometry. Players can "walk around" the table and use computer-drawn tracking lines to line up shots while en-

joying eight original country, jazz, rock and blues songs from the game's built-in jukebox. A library of full-motion video clips is also contained on the disc, offering expert advice from real-life pool champion "Machine Gun" Lou Butera. Developed by Celeris Corporation.



CLAY FIGHTER 63%

Interplay • 6/97

Fans of the original *Clay Fighter* and *Clay Fighter 2* on the Super NES know what to expect from this cartridge; it's a one-on-one fighting game with characters whose movements have been digitized from stop-motion ani-

mated footage of clay models. This upgrade to the series offers new characters and fully 3-D-modeled arenas that allow characters to break through and interact with the backgrounds.



CLAY FIGHTER EXTREME

Interplay • 6/97

Like the corresponding *Clay Fighter* title shown for the Nintendo 64 at left, this new sequel was originally going to be called *Clay Fighter 3*. It was also originally scheduled to appear on the 3D0 system and/or

Sega's Genesis 32X platform. Can you believe it? This thing has been in development for a long time! Early rumors indicated that *Earthworm Jim* might appear in the game along with *Boogerman*!





TRIPLE PLAY 98

Electronic Arts • 5/97

EA is gearing up for yet another of its annual sports monsters. Triple Play 98 has more features than most other baseball titles. Besides the obligatory Arcade and Simulation modes, the game includes all 30 major league stadiums, new expansion teams, a new "Super Pro" difficulty level, two-man commentary (a first

for any EA Sports title) and—best of all—inter-league play. Another innovative feature is the "intelligent crowds"; the crowd sizes and energy levels can change depending upon your team's performance in the season mode. As in Triple Play 97, the players' abilities will be based on ratings provided by STATS Inc.



GTI CLUB

Konami • 6/97

Designed by Konami's Internal "Accle and Brake Products Division" on the company's proprietary Scorpion system hardware, GTI Club is a racing game set in the Rally Cote D'Azur in France. At the highest of its three difficulty levels, players must drive backwards, using the rear-view mirror to see the course ahead. To increase the challenge further, drivers can throw live bombs into each others' cars, tossing them back and forth like a high-speed game of "hot potato." Look for hidden tunnels and secret shortcuts that take you through the back alleys of the French Riviera.



STREET FIGHTER EX

Capcom • 4/97

While the dedicated designers of Capcom Japan have been working around the clock on Street Fighter III, a semi-independent division of the company called Aruka has been putting the finishing touches on Street Fighter EX, the first Street Fighter game in 3-D. The cast of characters includes Ken, Ryu, Zangief, Chun-Li and Gille as well as new ruffians such as Doctrine Dark, Cracker Jack, Pullum Puma, Skullomenia and Hokuto. Unlike Star Gladiator—Capcom's only previous polygon fighting game—the play mechanics of SF EX will be very familiar to longtime Street Fighter fans; it has a six-button

control scheme and most of the standard special attacks for the returning characters are executed the same way. Look for an in-depth Tips & Tricks master strategy guide, coming to these pages just as soon as Tyrone gets his butt back from the local arcade.



CONTRA: LEGACY OF WAR

Konami • 4/97

This new 3-D installment in Konami's revered Contra series is making the jump from the PlayStation to the Saturn. Its texture-mapped polygon-based environments look very different from the 2-D scenery of the 8-bit and 16-bit Contra games, but there are still plenty of things to shoot and some in-

credible weapon power-ups. The hero characters are similar to the cast of Contra: Hard Corps, the only previous Contra game to appear on a Sega platform; they include a werewolf creature, a run-of-the-mill android, a soldier and a hybrid female warrior. We'll keep an eye out for cheats!



ALPINE RACER 2

Namco • 4/97

More than a year after the release of the original Alpine Racer, Namco has delivered a fitting sequel. The game feels much faster now and you'll also find that the designers have tightened up the play control. The game's characters have been given more human characteristics, including the annoy-

ing habit of running into opposing skiers accidentally. Although this is a genuine sequel to Alpine Racer, it's not running on new hardware; for arcade owners it consists of nothing more than a simple upgrade. Ask your local operator if he or she plans to get this kit installed.





SEGA SKI SUPER G

Sega • 4/97

The stakes for arcade king between Sega and Namco have just gone up. Each time one of these goiathes introduces a new deluxe game, the other up the ante a little more. Super G is a skiing simulation that compares extremely favorably with Namco's Alpine Racer 2. The graphics are highly detailed, but you'll hardly have time to study them because of the sensation of extreme speed that the game conveys. The foot harness gives one a better feel for the real-life sport of ski, and the game appears to offer the player a more varied list of options, which is good for repeat play value.



LUNACY

Atari • 3/97



Atari has picked up the North American rights to this Sega-developed adventure game, which was known as Yonko in Japan. Lunacy is similar to the D game released by Acclaim; it's a point-and-click puzzle/mystery game with lots of full-motion video storytelling. As with most games of this genre, you must walk around and explore your surroundings, solving mysteries and conversing with the townsfolk as you attempt to advance to the next scene. The multiple plot twists and tricky puzzles make it a good mix for fans of the genre; the game comes on two discs due to its length.



SUPER GT

Sega • 5/97

Since the release of Virtua Fighter 3, Sega fans have been wondering what would be the next title to use that game's revolutionary Model 3 arcade hardware. Super GT is it! Known as Scud Race in Japan, it's a driving game that plays much like Daytona USA with a few exceptions. The first is the option of choosing from four super cars, each with its own high and low specs. These abilities can vary from high acceleration to maximum torque. Super GT also has four different tracks, making room for a driver of any caliber. There are two

Beginner courses (one night and one day), an intermediate track and an Expert route for those among us who love to live on the edge. The game is expected to appear in arcades nationwide sometime this summer. It will be difficult to miss, as it comes in a deluxe cabinet with moving driver's seat, deluxe monitor with subwoofers and four speed stick. Super GT machines can also be linked, so you can test your mettle against a posse of your best friends or race to the death against a murderer's row of complete strangers.



FINAL FANTASY VII

Square • 9/97

Though the first six chapters have appeared exclusively on Nintendo systems, the award-winning Final Fantasy series will make its first appearance on a 32-bit machine this fall on the PlayStation. Aside from the real-time polygon character engine, Final Fantasy VII takes advantage of the versatile CD format to offer two of the things that fans of the series crave most: huge amounts of storage space (for longer, more intricate storylines with more characters) and pure digital audio. The new chapter also offers a more dynamic and efficient combat system as well as a counter-attack system.



LETHAL ENFORCERS I & II

Konami • 4/97

Konami's popular shooting-gallery arcade games are on their way to the PlayStation and Saturn; both games are included on a single disc. Lethal Enforcers I and II are the forerunners of shoot-'em-up games like Virtua Cop and Time Crisis. The first game takes place in present day and the sequel (actually, it's more of a prequel) takes place in the old west with six shooters and all. Both titles appear to be accurate conversions, looking and playing just as they did in arcades with a little loading time here and there. The disc is compatible with Konami's Justifier and other light guns.





MAXIMUM FORCE

Atari • 4/97

Hot on the heels of the hugely successful *Area 51* comes *Maximum Force* from Atari Games. You assume the role of an anti-terrorist enforcer this time around. Your mission—should you choose to accept it—is to thwart three nut cases. Atari insiders claim that the game has more than thirty secret rooms; three times as many as *Area 51* had. The ones we've seen are definitely strange: In the "Bachelor Pad" secret room, you blast cockroaches who scurry out from behind empty cans and fast-food wrappers; in "Chicken Fry" you get to shoot at plucked chickens that fly through the air!

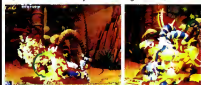


RED EARTH

Capcom • 6/97

Titled *Wizard in Japan*, *Red Earth* runs on Capcom's newly developed CPSII arcade board, and it looks as good as a cartoon. These photos may be deceiving because *Red Earth* is far from ordinary. Your selection of fighters consists of just four warriors! It's more than just a

standard one-on-one fighting game; each fighter can learn experience points and learn new combat techniques. Because of features like this, the game has more in common with the coin-op *Dungeons & Dragons* games than with the *Street Fighter* series.



GRAND SLAM

Virgin • 4/97

Baseball season is upon us and once again we've got some decisions to make. Virgin's *Grand Slam* uses an innovative pitching and betting meter that combine to make the game feel very realistic. The colorful commentary is pretty funny! You have your choice of day,

evening or night games; evening games become night games as time progresses. The controls are pretty good, the over-the-shoulder view works well and the artificial intelligence routines have some subtleties that aren't common in baseball video games.

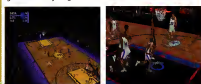


NBA LIVE 97

Electronic Arts • 5/97

Not content with merely having a stunning sports line up for the PlayStation, EA has decided to continue support of the Saturn platform with *NBA Live 97*. If you haven't had a taste of the *NBA Live* series, then you're in for a real treat. The '97 upgrade has everything a round-

ball fan could possibly want. Besides a ridiculously large stat tracking system, it allows you to create and save your own polygon player and soup him up anyway you like. Hey, if you've ever wanted to be an NBA superstar, here's your chance.



Other New Game News...

• Two new Game Boy titles should be available from Nintendo by the time you read this: *Mole Mania* is a puzzle game with over 170 levels and *The King of Fighters '95* is a super-deformed version of the Neo-Geo hit of the same name; the characters have big heads and exaggerated features, much like the Game Boy versions of *World Heroes* and *Battle Arena Toshinden*. Also due on the Game Boy this month is *Kirby's Star Saver*, a Tetris-style puzzle game featuring the pink marshmallowy hero Kirby.

• Nintendo has released additional photos of the new *Legend of Zelda* game for the Nintendo



64, but information on the game is still sketchy; at press time, Nintendo was still unable to confirm the official title of this eagerly-awaited action/adventure game.

• GT Interactive has announced that the popular PC action titles *Duke Nukem 3D* and *Quake* are in development for the Saturn platform; a Sega press release

stated that the Saturn version would be the first version of the game to ship on a console game system. We'll see...

• Acclaim's follow-up to the motion-captured "Big Hurt" baseball game is called *All-Star Baseball '97* featuring Frank Thomas, due on the PlayStation and Saturn. In April. Developed by Iguana Entertainment, the game features play-by-play from San Francisco Giants announcer Jon Miller.

• In addition to the new Atari Jaguar titles announced in our last issue, Telegames, Inc. will be releasing two new Atari Lynx cartridges, *Raiden* and *Fat Bobby*.

Atari fans can contact Telegames at (972) 228-0690 for more information.

• In other Nintendo 64 news, Nintendo has announced a June 23 release date for its *Force Pak*, an accessory for the Nintendo 64 that plugs into the back of the controller and vibrates when it receives specific signals from the game. One of the earliest compatible titles will be *Star Fox 64*; when your character's ship is hit by laser fire or collides with an object, the *Force Pak* will cause the controller to jump slightly in your hands, making the game-playing experience slightly more realistic. A suggested retail price has yet to be determined.



ALICE (SECRET)

Level Skip

Go to the password screen and enter the password "ALICE" followed by a number from 0 to 31. For example, to start at the game's final stage, enter the password "ALICE31". Highlight "Accept" and press A. You'll see the words "CHARTS ACTIVATED" on the screen. Now exit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "ALICE31", you'll see the video sequence from the end of the game.

ARMED ALL WEAPONS

Go to the password screen and enter the password "FISHINGBOBBER". Highlight "Accept" and press A. You'll see the words "CHARTS ACTIVATED" on the screen. Now exit to the title screen and start the game; you'll have all of the game's weapons in your inventory. **Infanta Announcer:** Go to the password screen and enter the password "FISHINGBOBBER". Highlight "Accept" and press A. You'll see the words "CHARTS ACTIVATED" on the screen. Now exit to the title screen and start the game; you'll have infinite ammo for all of your weapons.

ARMED TO THE TEETH

Secret Code

Choose the "Begin Career" option at the main menu and enter your name as "GO BEAST". When the Saturn Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BEAST" instead, you'll access an secret formula 1 car, including the cool black Team Andretti vehicle.

ARMED

Allen Mode

Short the first three humans you see without hitting anything else, you'll be playing the game in "Allen Mode" mode with strange colors and a different ending sequence.

ARMED

Archer Energy

During the game, press START to pause, then quickly tap Down, R, Up, L, A, X, Y, R, C, Right, Left. You'll hear a voice that says "Archer Energy". If you've done it right, you'll see the words "Archer Energy" on the screen. When you press START to return to the game, the fruits in your health meter will be refilled immediately. Press START to pause the game, then quickly press Up, Left, A, Down, R, Right, X. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

ARMED

Archer Death

If you want to kill Aral and return to the beginning of a stage, simply press START to pause the game, then tap L, A, R, C, B. You'll hear Aral moan. Now exit to the game; your energy will be drained and you'll have to start the current stage over.

ARMED

Archer Mode

Use the "Options" menu and press Left, Right, Left, Right, Up, Down, L, X, START. You'll hear a voice that says "Archer Mode". If you don't have Controller 2 plugged in or work if you turned the Saturn options on. If you enter the code correctly, you'll hear Aral moan and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Use" option and press Right; you'll find that—

stead of being limited to just five lives—you can start the game with as many as 55.

ARMED

Archer Mode

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press Up, Down, Left, Right, L, R, A, X, Y, R, C, B. You'll hear a voice that says "Archer Mode" and "Options" are visible. You'll hear an exclamation from Aral to change the code and a new option called "Stage Select" will appear. Choose this code to select your starting level.

ARMED

Archer Mode

At the title screen—while the words "Press Start Button" are flashing—press the game's title button with the controller by pressing R, A, C, Up, R, A, C, Up. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

• **Game Start:** Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name A, a generic name which will allow you to play without any records being used. The last two names in the bottom of the play menu are "New Records" (see description below) and "Return to League Mode Menu".

• **Name Entry:** Choose from a list of five new names and enter your name. Move the cursor to the "ABC" menu and you'll be able to enter your name with the standard alphabet instead of the default Japanese hiragana characters. The three-character name in the upper right corner says "backspace" and the one in the lower right corner means "done".

• **Delete Name:** Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".

• **View Records:** Use this option to check your stats. The first screen shows your winning percentage, highlight your name and press A or C to view your win/loss records against each player.

• **New Records:** Return to Main Menu. The next-to-last menu item jumps up a quick description of how the League Mode works; there's nothing there now that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

ARMED

Archer Mode

At the title screen—while the words "Press Start Button" are flashing—press A, R, X, C, X, Y, C, Z. You'll hear a chorus to confirm the code. Now press START to access the main menu, highlight "Options", hold the B button and press START. A secret "Ultra Option 2" menu will appear, allowing you to turn off map data, become nearly invincible, change the game's effects and much more.

ARMED

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ing any game mode. When the lighting begins, you'll see that both characters have cartoonish heads.

ARMED

Archer Mode

Press START during a battle to pause the game. Choose "OPTIONS" next, at the options menu, highlight any option except "Exit" and hold the L button. While holding in the cursor to "EXIT" and press the R button. The game will still be paused. Now you can control the camera angle with the following buttons:

• **Left:** Rotate the playfield counter-clockwise

• **Right:** Rotate the camera up, down, left or right

• **Up:** Zoom In

• **Down:** Zoom Out

Press START to bring the "Pause" menu back. Now that the link will stop when the rest of the sound, that is, if you want to play with the polygons again, just hit START and you'll be back in the "Continue Character" mode.

ARMED

Archer Mode

At the title screen—while the words "Press Start Button" are flashing—press A, R, X, C, X, Y, C, Z. You'll hear a chorus to confirm the code. Now the bosses will and keep are playable characters in the on-player and in modes.

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ARMED

Archer Mode

To watch all of Althea's full-motion video sequences, enter the following code while the words "Press Start Button" are flashing on the title screen: Z, A, X, A, B, A, R, Y, C, A, C. The intermission menu will automatically start; press A to stop any scene and skip to the next scene.

ARMED

Archer Mode

At the title screen—while the words "Press Start Button" are flashing—press A, Z, Y, A, Down, Down. You'll hear a voice say, "There are 8 items and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the START button to pause. When you unpause, your fuel and weaponry will be reset at once.

ARMED

Archer Mode

Also at the title screen—while the words "Press Start Button" are flashing—press and hold A, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED

Archer Mode

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then R, then C, then L, then X, then Y, then hold X, press L, press R, and hold Down and release R. You'll hear a voice say, "You are in the wrong team!" With this code in place, start the game and you'll find that your helicopter is invincible.

ARMED



100—"Theme of Kowhai" from Original CD
101—"Musical Sound Waves" from Outlaw
102—"Rock A Doo!" from Turtle Outlaw
103—"Nostalgia" from Turtle Outlaw
104—"Adventure" from Disk Wars
105—"Like the Wind" from Power Draft
106—"Poker face" from Power Draft
107—"IGM 1" from Power Draft
108—"Kurt's Theme" from Kuro
109—"Twin Flame" from Kuro
110—"Scrap Up" from Bad Mobile
111—"Theme from Rockin' Horse
112—"IGM 1" from Scramble Sports
113—"System Down" from S.O.I.
114—"Blue Moon" from S.O.I.
115—"Main Theme" from Star Driver
116—"Game Start" from Star Driver
117—"Opening Theme" from Strike Fighter
118—"Turkey Bomb" from Strike Fighter
119—"Adventure ROM" from Super Monaco GP
120—"Name Entry" from Super Monaco GP
121—"Theme from Speed of Venetian
122—"Pretoria" from Tetris
123—"Burning Point" from Thunder Blade
124—"Type 2" from Thunder Blade
125—"Adelante" from Virtua Cop
126—"Valentine" from Virtua Cop
127—"Aldo Stage" from Virtua Fighter
128—"Aldo Stage" from Virtua Fighter
129—"Jelly Stage" from Virtua Fighter
130—"Jelly Stage" from Virtua Fighter
131—"Kage Stage" from Virtua Fighter
132—"Wolf Stage" from Virtua Fighter
133—"Jelly Stage" from Virtua Fighter
134—"Laid Stage" from Virtua Fighter
135—"Laid Stage" from Virtua Fighter
136—"Polygon Contest" from Virtua Racing

SCORES

TURBO KING
In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Left, Right, Right, X. When the race starts, your athlete will roll to the finish line like a thunderbolt. **Win On One Lap.**
Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Up, Left, Down, Right, X. When the race starts, your athlete will start to run, then hop on one lap until the end of the race. One of these tricks seems to make your athlete move a little faster.

BUG REPORT

INFINITI ENERGY
Press START to pause the game at any time during play, then press Left, A, Z, Y, Down, Up. Press START to pause the game at any time during play, then press Left, A, Z, Y, Down, Up. Press START to pause the game at any time during play, then press Left, A, Z, Y, Down, Up. Press START to pause the game at any time during play, then press Left, A, Z, Y, Down, Up.

FI CHALLENGE

GRAND STRIKE POSITION
Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission in type you want, then choose it by entering one of the follow-

ing codes when the race starts, you'll be at the position you chose.
1st Place—Hold L + X + Y and press START
2nd Place—Hold L + X + Y and press START
3rd Place—Hold L + X + Y and press START
4th Place—Hold L + X + Y and press START
5th Place—Hold L + X + Y and press START
6th Place—Hold L + X + Y and press START
7th Place—Hold L + X + Y and press START
8th Place—Hold L + X + Y and press START
9th Place—Hold L + X + Y and press START
10th Place—Hold L + X + Y and press START
11th Place—Hold L + X + Y and press START
12th Place—Hold L + X + Y and press START
13th Place—Hold L + X + Y and press START
14th Place—Hold L + X + Y and press START
15th Place—Hold L + X + Y and press START
16th Place—Hold L + X + Y and press START
17th Place—Hold L + X + Y and press START
18th Place—Hold L + X + Y and press START
19th Place—Hold L + X + Y and press START
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22nd Place—Hold L + X + Y and press START
23rd Place—Hold L + X + Y and press START
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30th Place—Hold L + X + Y and press START
31st Place—Hold L + X + Y and press START
32nd Place—Hold L + X + Y and press START
33rd Place—Hold L + X + Y and press START
34th Place—Hold L + X + Y and press START
35th Place—Hold L + X + Y and press START
36th Place—Hold L + X + Y and press START
37th Place—Hold L + X + Y and press START
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39th Place—Hold L + X + Y and press START
40th Place—Hold L + X + Y and press START
41st Place—Hold L + X + Y and press START
42nd Place—Hold L + X + Y and press START
43rd Place—Hold L + X + Y and press START
44th Place—Hold L + X + Y and press START
45th Place—Hold L + X + Y and press START
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47th Place—Hold L + X + Y and press START
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63rd Place—Hold L + X + Y and press START
64th Place—Hold L + X + Y and press START
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83rd Place—Hold L + X + Y and press START
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91st Place—Hold L + X + Y and press START
92nd Place—Hold L + X + Y and press START
93rd Place—Hold L + X + Y and press START
94th Place—Hold L + X + Y and press START
95th Place—Hold L + X + Y and press START
96th Place—Hold L + X + Y and press START
97th Place—Hold L + X + Y and press START
98th Place—Hold L + X + Y and press START
99th Place—Hold L + X + Y and press START
100th Place—Hold L + X + Y and press START

CHARACTER

GOAL
Highlight "Vs. Mode" at the main menu, then press and hold L, R and Z on both controllers. While holding these buttons down, press START on Controller B. When the character select screen appears, you'll find four additional characters to choose from: Bonks, Fire, Captain, and Helen.
GOAL
To choose which team your character speaks at the end of a match, just holds the A, B or C button, each one corresponds to a different team.

GOAL

GOAL
Normally, the American Saturn cannot be used to play Japanese Saturn software, the operating system is not recognized. However, with a Game Shark installed in the Saturn's cartridge slot, you can play Japanese games in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game without Enhancements." Now hold down the X, Y and Z buttons and press START, the game will be loaded and just as if it were being loaded on a Japanese Saturn.

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Fire Start—Hold B and press C, Up, Right, Right, B, Up, Right, Up.
Shinobi—Hold B and press Right, Y, Right, Down, Right, Right, B, Up, Right, Up.
Electric Shock—Hold B and press Down, Up, START, Right, Right, B, Up, Right, Up, Right, Right, Right, B, Up, Right, Up.

GOAL

GOAL
When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Match" appears on the screen in a "Level Win!", press START to pause the game, then press the L button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit L again and unpauses the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-load character select menu, you'll go straight into another match with the characters you chose from the mini-menu.

GOAL

GOAL
To perform your character's Magic Attack, lock the little enemy who pees by and pick up the pot that they drop. When you have five potions, push X+Y to activate the magic attack. This will perform the move listed below your character is powered up. Note that all of these moves are done as if your character is facing the right, if your character is facing left, just reverse the left/right commands.
Kun Blade's "Freeze" → + + + + + X, Y or Z
Mam Rilla's "Blood Thunder" Hold A, then + + + + + A, B or C, Press + + + + + X, Y or Z on the way down.
Gillula's "Dark Cannon" → + + + + + X, Y or Z
Zam's "Dark Cannon" → + + + + + X, Y or Z
Dora's "Spit Spheres" Hold A, then + + + + + X, Y or Z
Don's "Shadow" → + + + + + X, Y or Z
Puncher's "Missile Wave" → + + + + + A, any K button
Gren's "Mammoth Slam" → + + + + + (while jumping) L
Ker's "Timely Victory" → + + + + + X, Y or Z
Dash Adair's "Falling Sky" → + + + + + (in the air)

GOAL

GOAL
To access a hidden feature, choose "Option Menu" from the title screen. When the Option menu appears, highlight "TEXT" and hold the L, R and Z buttons. Then the only part while holding these buttons down, press and continue to hold down on the D-pad, then quickly tap the A button while the "ZIP Switch" option is highlighted. Note that you must tap the A button before the cursor starts to move. Now again—remember that you're still holding X+Z+Down—and you must release the A button immediately after you press it, before the D-Pad switch goes back to its original state. If you do this correctly, you'll find three new options at the D-pad menu. Turn the "Enemy Level Up" option on to see the experience levels of all enemies in the story Mode. With the "Real Play" option on, you'll get a red and black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out

how many experience points you need to go up one level. If all the "Debug" options, turn this on to gain access to the following features:
+ A "Test Menu" option will appear at the Option menu, this allows you to see any of the game's seven different endings.
+ In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental power, agility and luck ratings.
+ In Story Mode, a stage select menu will appear after you choose your character.
+ In Story Mode, you can refill your life points at any time by holding X+Z+Y and pressing Up. (If you hold X+Z+Y and press Down, you'll die instantly.)

+ In Story Mode, you can skip to different scenes using the following commands:
Hold R+A and press START to skip ahead one event.
Hold R+B and press START to skip ahead two events.
Hold R+C and press START to skip ahead three events.
Hold R+D and press START to skip ahead four events.
Hold L+A and press START to skip back one event.
Hold L+B and press START to skip back two events.
Hold L+C and press START to skip back three events.
Hold L+D and press START to skip back four events.
+ In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and villains from the whole game.
+ In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works. If you touch the boxes, if legend is hit, if you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.
+ If you have both the "Beats" and the "Next Play" options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

GOAL

GOAL
Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing below and within. Each of these codes can be used with the START button, which takes you into the main menu, so if you want to cost more than one cheat at the same time, just enter the code, then choose "Main Menu" or "Restart" and press the B button to cancel out of it. The game will then return to the main title screen so you can enter another cheat. All codes should also be entered weekly.
Invincibility—Left, Right, B, C, C, START. Entering this code will give you invincibility.
Select—E, Y, A, Y, Y, START. With this code in place, you'll be able to choose any character in the game.
Infinite Jumping Ability—Up, Right, Down, Left, Z, START. This code disables your mech's jump meter. The jump strategy will never be used up, so you can jump as often as you like.
Infinite Ammunition—B, B, B, C, START. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining.

Pepsiman Update!

Ever since Pepsiman was introduced as a secret character in the Japanese version of fighting Mecha for the Saturn, we haven't been doing crazy trying to find out more information about him. We know he's the gift-giving mecha to computer-identified peepsman for his in Japan; actually, he's never been known to utter a word. What's his secret identity? Does he have any weaknesses? Does he have a girlfriend? What about that glitzy silver chakra around his neck: where'd he get it from? Unfortunately, we haven't been able to dig up the answers to any of these questions. The only bit of Pepsiman info we have for you this month is this photo of a healthy, huge Japanese bus with Pepsiman painted on the side. We don't know about the rest of the world, but the Time & Titans staff would be chomping after this prop on foot if we ever saw it chugging down Wildfire Boulevard...



イメージイラスト



no matter how many times you fire. See the **Endings-Down, Up, Right, A, START**. Enter this code, then choose "Main Screen" to see the ending sequence. **Table Attack-Right, Right, B, C, A, START**. This code allows you to attack your enemies by turning into them. However, your mech will take damage if you use this trick. **Double Hit Pushes-X, Y, Z, Up, Down, START**. Your initial hit points will be doubled. This code also doubles your mech's hit points. **Secret Locks-B, R, B, Up, C, START**. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the **L** button. **Change Height-Down, Left, C, C, START**. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press **Z** on Controller 2 to go up, **C** to go down or **A** to reset to the default height. **Double Targeting-Center-Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor. **Double Kicker-B, R, B, Down, C, START**. This makes the game more difficult by disabling your mech's color system. **Hard Mode-Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively. **Silly Controller 2 Codes**. During the game, press **Right, Right, X, R, A, L, L, R** on Controller 2 to activate the program's debugging display, to both of the currently active numbers that appear on the screen. With the code in place, press **V** on Controller 2 to toggle between three different settings, the last of which is "all" (also on Controller 2). In Stage 1 and 10, if you press the **C** button rapidly many, many times, the wildsmits will eventually begin to turn faster and faster.

How to die

Assess All Counts. Assess the Option menu and highlight any item. Next, press **B** to return to the main menu; then press **R, L, R, B** on top of the controller; you'll hear a mysterious sound to confirm the code. Now you can race on the previously unavailable circuits without having mastered the first three.

Quick advice

Score Vehicle Use Hand Wheel. If you've finished all 16 laps in high velocity, you can access a top-secret hidden vehicle by entering the "Fuel Counter" course and choosing "Burn Left." You'll see a black Porsche sitting next to the restaurant; if you run it from behind, you'll be able to choose the Porsche as your own vehicle. **Secret Vehicle (The Day After)**. Go to the car select screen and highlight car type "T"; then hold the **B**, **R** and **V** buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **B**, **R** and **V** again and press **Right** to find yet another secret vehicle, a desert truck. **Secret Course**. At the "Made Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **A** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial" menu. The "Casino Select" menu comes up; highlight any of the three tracks, hold the **X** button

and press **A**. You'll be sent to a secret racecourse with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Casino Select" menu. Press the **V** button to get a pop-up window with an overhead view.

Use cheats

Secret Code. Press **START** to pause the game, then enter any of the following cheat codes. The effects will appear when you press **START** to un-pause. **Invincibility-Up, Up, Right, Down, A, Down, A, Right**. Double speed-B, Right, A, Left. **Infinito continues-A, Down, Right, A, Down**. Show online map-Left, A, Up, Down, B, A, A, B. **30,000 Coins (money)-Left, A, A, B, Left, A, Right, Down**. All items available-B, Right, A, Left, Left, Down, Right, A, Left. **Game does not end when village is destroyed-A, Down, Down, Right, A, Down**. Skip to next Level-Down, A, Left, Left, Down, A, Right. **Watch all side screens-Right, A, Left, Left, A, Up, B**.

Unlabeled buttons

Chief Buttons. Enter any of these cheat codes at the Pause menu only (not at speed-ups or other effects). **LAM MORTAL**-Infinito health. **ALL TOUGH**-Access all weapons. **LOOMPHORF**-Infinito weapons. **BOGUS LEVEL**-Play all of the bonus stages in succession. **KAHNTRADGE**-Add a "Skip Level" option to the "Pause" menu. **ENGAMELEVEL**-Warp to the game's final stage. **JOURNEYS END**-See the end sequence and credits.

Main screen

Workshop Campaign Mode. When you play Iron Storm in Campaign Mode, you can't use the "QUICKER Options" menu to go control the steering forces of other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the Option menu, go to the "Find, Test" option and let the BGM to "S UK." Now highlight the "SR" (sound effect) option and hold on to the **B** button. Once you hear the sound effects, return to the system menu and you'll find that you can access the "CPU User Options" to set up a multiplayer game. **Secret Attack Configuration Menu**. When initiating an attack, a status screen will appear just before the attacking sequence that shows the attack being carried out. If you press the **A** button on Controller 2 immediately in this status screen menu, you'll get a secret configuration menu that allows you to change the way the armored vehicle behaves. Change the sequence from "Hate" (normal) to "Balk" (slow), "Jaw" (joint) or "Kumar" (lowered), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle). I still don't know what "Balkish" means.

Start/Continue/Quit/Play

Start/Continue/Quit/Play. At the title screen, after the words "PRESS START/OUTSIDE" appear, press **X, Y, Z, X, Y, Z, C, A, Up, Up, START**. You'll warp immediately to the "Intant" table, a small parball machine that actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victory" table, use this code in the title screen instead: **C, R, A, A, R, C, X, Z, X, Down, Down, START**.

Deliver Me! If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen, after the words "PRESS START/OUTSIDE" appear, press **Up, Up, Down, Down, Left, Right, Left, Right, X, R, Z, R, START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is a small window that says "CPU" (actually, it says "CPU" or "Player" in Japanese). Move the arrow on the "Map" button and press **A**, you'll get a list of items in the window above it. To see or hear an item highlighted with the cursor and a button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPU" are full-motion video scenes most of the others will look up the Saturn, as well the "CDDA" and "CPU" items as soon as they're done playing.

Chief Mode. At the title screen, after the words "PRESS START/OUTSIDE" appear, press **Up, Up, Up, Up, A, R, C, Down, Down, X, Y, Z, START**. You'll have a sound to confirm the code. Now start the game, at any time during play (on any table), hold the **X** button and press **Up**. You'll see two sets of numbers appear in the bottom right corner of the screen. Change the number in the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes, for example, in the "Skidball" table, each of the following modes can be activated by pressing **Z** when the corner number is set as follows:

- 00-Multiball
 - 01-Roman Tugboat
 - 02-Metacube
 - 03-Roady Arena (Two-End)
 - 04-Chaircase Chase (Three-End)
 - 05-Balls Roll
 - 06-Secret Mystery List
 - 07-QP08
 - 08-Threats
 - 09-Impute
 - 10-Skidball Show
- Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger any mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. **Win here, sorry**. To remove the numbers from the screen, hold **X** and press **Down**, while the numbers are gone, hold **V** and press **Up** to pause or un-pause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to stop through the animation one "frame" at a time. **Secret Score**. Get Gustafson into the internal clock of the

Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can use a behind-the-scenes video of the menu of the game before the title screen appears. If you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard "HVM" intro video. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and load the game.

Weapons/Games of Chance

Two-Player slots. At any time during the game, move back to a place where there are no enemies on the screen. Press **Z** to open the Weapons Select window, then hold the **L** button and press **X**. A duplicate of **Loose** will appear, but's controlled by Player 2. To get rid of him, just enter the code again.

Money

Chief Money. During the game, press **START** to pause, then highlight the "RCR Is Lost" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button even after the sequence is completed): **C, Z, R, A, C**. A cheat menu will appear, allowing you to alter the current level or load your ammo power and life. Once this code is in place, you can call up the cheat menu again at any time by pressing **A** at the pause menu.

Random numbers

Chief Menu. When the "Start" screen appears during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, R, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Winches." Access this option to activate various cheats, including one that lets you reset ways to find Snicker, Jade and Nasty Snicker.

Winch menu

Winch menu. At the Start/Options screen, press **R, L, R, L, R, L, R, A**. A stage-select menu will appear; highlight the name of any stage and press **A** to warp to it.

New and notable

Secret Finest. To access special items, enter the initials and birth dates shown. **All-Star East, Team 1-UMH Jan 28**. **All-Star West, Team 1-WST Mar 14**. **All-Star West, Team 2-WAT Apr 21**. **Serley Team-MU Mar 22**. **MkIII-IVC Oct 9**. **Super Sports-LAN Sep 19**. **Quick Select**. At the team-select screen, hold **Up** and press **R** to choose a random team. Once your team has been chosen, you can hold **Up** and press **R** again to choose two players at random. **Drawn Select**. At the team-select screen, hold the **D** pad in the down position and press the **R** button. Your career and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

Our interactive contacts worked us a couple of pictures of *Iron Storm* for the Saturn; yes, this is the game that was released for the PlayStation under the name *Resident Evil*. (If you haven't heard of it, it's the only horror-themed, interactive game released for next-system to date, not to mention the screen!) We haven't heard about a release date for this one, either in Japan or America. Capcom's U.S. office has yet to make an official announcement, other than to acknowledge that the game is in development. However, we think it's a pretty safe bet that American Saturn owners will be playing this one before too long.





Info: You'll find Brad Whitford on a fork at the end of the hall.

BOSS: ARCADE/PIRACY

Rou Coelo

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Y8101=Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.
Superman=Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.
Axl=Up, Right, Up, Right, Down, Right, Up, Up.
Miyamoto=Left, Right, Down, Left, Up, Left, Down, Left, Down, Left, Up, Left, Up, Left.
And 5-Up, Right, Down, Right, Right, Up, Left, Up.

BOSS: ARCADE/PIRACY

Secret Counts

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two Player Battle or Arcade/Piracy mode. When it's time to choose a track, you'll find that the entire "Leisure" count is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. Press Right at the course menu to find the new track when playing in Arcade/Piracy mode.

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You want hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from the Lexus Station. (Zero Left hand the automatic starts at the Arcade car-select screen or press Right to choose a driver with manual transmission.)

EXTENDING

Clear Menu

Press START at the main menu, then choose the hanger appears on-screen. Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A. A cheat menu will appear with three options.

LEVEL Press C to change the level number to any of the game's 25 stages. When you press B to exit the cheat menu, enter the driving number to start at the level you chose.

UNWINDABILITY Yes, it's a whopper of a spelling error, but this option will also turn you invincible during the game if you just sit with the C button.

FULL GAMES Press C to activate this option, then go to the workshop area and access the status computer. Suddenly! Your truck is now fully equipped with all of the upgrades in the game—plus you've got an extra 150,000 to spend in case Proga decides to break out some of those microwave ovens or VCRs he keeps telling you about.

EXTENDING

Secret Levels

Visit the "Options" menu and move the bit to the "Shankaro" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shankars will change to 999.

99 Lives

Press START at the first title screen, then highlight the words "Game Start" and press A, X, B, Y, C, X, START. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Secret Mode

Press START at the first title screen, then highlight the words "Game Start" and press A, X, B, A, START. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Secret Mode"—with no lives, no reserve and only one hit on your energy bar.

Stage Select

Start a game, then press START to pause. While the word "PAUSE" is on the screen, simply press A, B, X, A, C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by a "-1". To change the number, press Left or Right on the D-pad. Once you've decided which stage you want to play, press the START button to warp directly to it.

STANDARD

Invincibility

At any time during the game, press START to pause, then press C, Right, A, Z, Y, Left, A, Right, Down, X, A, B, Y (Tony and Lady). When you press START again to return to the game, you'll find that your character is now invincible.

Infinte Lives

At any time during the game, press START to pause, then press B, A, Down, B, A, Left, Down, Right, Y, Up (Good bad guy). When you press START again to return to the game, you'll find that your level counter has jumped to 99. Repeat this code whenever necessary to keep your lives raised—unless if you could ever use up 99 lives.

Infinte Credits

At any time during the game, press START to pause, then press Left, A, Z, C, Right, A, B, Y, Down, A, Down, Down, Y (I'm caddy daddy). When you press START again to return to the game, you'll find that your credits counter has jumped to 99. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Stage Select

At any time during the game, press START to pause, then press Left, Up, C, C, Y, Left, Up, C, Y, Press START again to return to the game, then hold A + B + C and press START to return. Now choose "Options" from the side screen; you'll find a new stage-select option called "First Start" at the top of the menu.

STANDARD

Secret Levels

At the main menu—the one that says "Shankaro: Game New Season" etc.—press Left, Right, Up, Down, Left, L, A, Down, you'll hear a buzzer. Now immediately press Left, Right, Up, Down, Left, L, A, Up, you'll hear another buzzer. The code sets two new items to the available list, the "Left Field" (man playing the game's designer) and the "Monsters" team.

Secret Credits

Just before the game you'll be shown two "Shankaro Select" screens, one for each team. At the second screen, highlight "Game Time" and press C, START, as soon as the screen starts to fade in back, immediately enter one of the following codes. Big Head Mode: Tap the A button quickly and repeatedly until the tip-off. Fire Power Mode: Tap the B button quickly and repeatedly until the tip-off. Short Percentage Indicator: Press the L button and hold it down until the tip-off. After the tip off, press the START button to

pause, then press it again to return to the game, you'll find that the code you entered is now in place. The "Big Head" and "Fire Power" cheats are obvious, and the "Short Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk). The number tells you how likely the shot is to go in.

STANDARD

Secret Credits

Each of the following codes should be entered while the game is paused and the "Pause Menu View/Options View/Secrets Menu" menu is on the screen. Invincibility: Right, Down, Down, Left, Right, A, START, C, A, Left.

Ammo to supply: Right, Down, Down, Left, START, C, Up, Down.

Secret weapon: Right, Down, Down, Left, START, A, Left, A, Down.

Energy boost: Right, Down, Down, Left, B, Up, START, Y.

Secret "Gorkinex" level: Right, Down, Down, Left, START, C, Right, Up.

Secret "Fudge to Black" level: Right, Down, Down, Left, Right, Down, Down.

Secret "Face to Black" level: Right, Down, Down, Left, Y, Z, Z, Y.

Secret "Fudge to Black" level: Right, Down, Down, Left, Y, Down, Down, Up, Right, C.

Secret "Fudge to Black" level: Right, Down, Down, Left, C, Up, Down.

Secret "Off World" level: Right, Down, Down, Left, Right, A, C, Y, C, A, Right.

STANDARD

Secret Levels

At the title screen—while the words "Press Start" are flashing—hold the C button and press START. Now start the game, to use a cheat, just press START to pause the game and press any of the following buttons:

A—Skip ahead one stage.

B—Skip ahead three stages.

C—Skip to Panic Pump Zone, Act 3.

X—Add one extra life.

Y—Add three extra lives.

Z—Start of Chaos Genesis.

STANDARD

Secret Levels

Choose "Arcade Mode" from the main menu and have both players join. Now enter the following codes before the timer expires.

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up.

Up. Now release the top buttons and press Up. Up again, then choose Ryu with the left button (the default is X on the Saturn).

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Up.

Up. Now release the top buttons and press Up. Up again, then choose Ken with the right button (the default is A on the Saturn).

When the fight starts, the screen will say "New-comer's new challenge!" and Mr. Blain will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Right: Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Character

To play as a hidden character, highlight the "1" button on the character-select screen at the character select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations (except for the "1" button, which is the character select menu). The following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily enter the hidden characters by highlighting the "1" button and pressing Down.

Mr. Blain (Player 1)—Hold the L button and press Left, Left, Left, Down, Left, Down, Down, then B.

Mr. Blain (Player 2)—Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then B.

To choose the alternate-color Blain, and the code by pressing A simultaneously instead of B.

Mr. Blain (Player 1)—Hold the L button and press Left, Left, Left, Down, Down, Down, then B.

Mr. Blain (Player 2)—Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then B.

To choose the alternate-color Blain, and the code by pressing A simultaneously instead of B.

Mr. Blain (Player 1)—Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Blain, press Y, X, A, B, Y.

SECRET FIGHTER: AKUMA 2

Extra Status Screen

Choose Survival Mode and highlight Sakura. Choose the character-select screen. Hold the START button for one second, release it, then press Up, Left, Down, Left, Down, Right, Right, Up, Up, Right, Left, Down, Down, Right, Up, Up, Right. The counter should be on Ryu.

Now hold the START button for one second and press an action button before you release START. Ryu will magically change to Sakura.

This gives you access to six extra color schemes for Sakura (depending on which button you press) for a total of 12. Use to do this on the Player 1 side, the moves are Up, Left, Down, Left, Down, Right, Down, Right, Left, Up, Right, Right, Up, Left, Up, Right, Right, Right.

Play as "Classic" Chun-Li

At the character-select screen with the "Start" button turned off, highlight Chun-Li. Hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in Street Fighter II "Chang" mode.

Play as "Classic" Zangief

At the character-select screen with the "Start" button turned off, highlight Zangief. Hold the START button for one second, release it, then make the character-select screen for one second, stopping for about a second on each one: Sagat, Sodom, Ross, Bird, Charlie, Sheilan, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold START for one second, then press an action button to choose Zangief before releasing START. Now Zangief plays the way he did in Street Fighter II: New Gen. You can see the following character as well: a more powerful Palfum. The Palfum is the above pattern is as follows: Left, Left, Left, Down, Left, Left, Left, Left, Up, Right, Right, Right, Right, Down.



THE ADVENTURES OF LUTHER & LUKE

Level Select

To skip the level you're currently on, press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Down**, **Left**, **C** ("BAD BAD LUC").

ALONE IN THE WILDERNESS

Level Select

Press **C**, **A**, **Right**, **Left**, **C**, **A**, **Right**, **Left** at the Story/Options screen. Start the game, press **START** to pause and press **Up**, **C**, **Down**, **B**, **A**, **Down**, **Left**, **C**. While the game is still paused, hold **A** and **C** simultaneously to get the level select menu.

ALONE

Stage Skip

During the game, press **START** to pause, then press **A**, **B**, **A**, **A**, **B**, **A** to warp to the end of the current stage.

Character Menu

Choose "Options" at the title screen, then press **C**, **A**, **C**, **A**, **C**, **A**, **C**, **B**, **B**, **A** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage skipping and more.

ALONE

Stage Skip

At the "Options" screen, press **C**, **A**, **Up**, **Right**, **Down**, **Left**, **A**, **Right**, **Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C**, **A**, **B** and **Up**.

ALONE

Character Select

Character

When you run out of lives and the game ends, wait for the title screen to appear, hold the **A** button and press **START** to continue at the stage where you died.

Level Select

At the title screen, point the D-pad in the Down/Left position, hold **A** + **B** + **C** and press **START**. A menu will appear that allows you to choose which level you want to transform into during each of the game's five stages. Stage Select + Cheat Menu. At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

Sound Test

At the title screen, point the D-pad in the Up/Right position, hold **A** + **C** and press **START**.

ALONE

Level Select

At the title screen, point the D-pad in the Up/Right position, hold **A** + **C** and press **START**. A menu will appear that allows you to choose which level you want to transform into during each of the game's five stages. Stage Select + Cheat Menu. At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

ALONE

Level Select

At the title screen, point the D-pad in the Up/Right position, hold **A** + **C** and press **START**. A menu will appear that allows you to choose which level you want to transform into during each of the game's five stages. Stage Select + Cheat Menu. At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

After the story scene, wait for the gameplay screen to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

ALONE

Level Select

Press **B**, **A**, **Down**, **B**, **Up**, **Down** at the character select screen for the Super Warp. Pick a character, then press **START** to start the game through Stage 5-2 and start the game with five lives.

Press **Down**, **Up**, **Down**, **A**, **B**, **A** for the Mega Warp. Choose a starting level at the way through Stage 3 and start the game with five lives.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

ALONE

Level Select

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Level Select

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You'll see a faint "blink" signal to confirm the code. Now when you choose your team, keep pressing **Down** when you pass. Wake Forest and Wisconsin to find more secret teams, including "Daytona Beach," "Palm Springs" and several football teams.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

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ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

with different background music. Change the number at the end of this password to any number from "00" to "09" for one of five different tunes.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

ALONE

Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

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Level Select

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Level Select

Press **START** to pause the game in battlefield mode. Highlight **QUIT** and hit it three times. When you're done, all players on the court will be set to **Charlie**.

menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game. "Continues" allows you to change the number of credits in a one-player game up to \$10 and "File Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu does called "Secrets" will appear. The "Secret" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kamchat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, C, Right, A, Left, A, Up, which gives you a "Miller Carlin" menu. "Quirk End" lets you perform fatalities, fatalities, etc. with just one or two buttons, usually the left button (or combination of buttons) in the series when you perform the finishing move normally. For example, the sequence for the last normal Friendship move ends with the LOW KICK button. If you set the "Quirk End" option to "Friendship", you can do last Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Win!". The "Smoker" option gives you the ability to activate Snake as a playable character without the hassle of entering the "Play as Snake" code described above, and "Kassie" lets you choose Shao Kahn or Matsuo as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden character which appears when the battle counter reaches 100 in the normal game, hold any button after you lose your last ring to see some statistics about your performance.

NEW HIGHLIGHTS

Secret Power-Ups
Each of these codes should be entered at the "Tangier's Matchup" screen just before the game starts:

- ABA B to Hold Right, press A, R, C
- Roofing Court—Press Left, Left-B, Left, Left-B
- Hawaii Court—Press B, A, Right, Right, A, C, Up, Down, A
- No Diffs—Press Down, Down, B, A
- Computer Assistant On—Hold Right, press C in addition to the above codes, the following power-ups can be activated by using the A, B and C buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode=111
Fast Pao=127
Max Speed=244
No Pushing=302
Hyper Speed=502
Max Blood=414
Max Steel Body=700
Max Power=800
Gauntlet Allowed=637

NEW GUY

Special Cheat Playpen
To access hidden characters, enter your initials as follows:

- Initials: Enter M, highlight T, hold START and press A
- Sal Dicks: Enter SA, highlight L, hold START and press C
- A Secret: Enter RL, highlight R, hold START and press B
- Ble Crinko: Enter AR, highlight K, hold START and press A

At Game Start M, highlight T, hold START and press A

At the Main Menu Enter M, highlight "T" (the space character), hold START and press A

George "F" Funk C, Enter DA, highlight S, hold START and press A

At the START button

Each of the following cheats should be performed at the pregame screen that says "Tangier's Matchup":

- Shao Kahn Personality: Press A, then press and hold A, B and Down until the top of "Juice Mode". Press A 13 times, then press and hold B and C until the top of "Power Up" screen. Rotate the D-pad 360° and press the B button 14 times.
- Power-Up Defense: Press A five times.
- Power-Up Turbo: Press A 13 times, then press and hold B, C until the top of "Power Up" screen. Press B seven times, then press and hold B, C until the top of "Power Up" screen. Rotate the D-pad 360° and press the B button 13 times.

NEWLY DISCOVERED SECRETS

Secret Power-Ups
Each of these power-up codes should be performed at the "Tangier's Matchup" screen just before the top-off:

- Display Slot Percentage: Up, Up, Down, Down, B
- Quick Health: Left, Left, Left, A, Right, A, Power: Right, Right, Left, Right, R, R, Right
- Powerup Gauntlet: Right, Up, Down, Right, Down, Up
- Powerup Fire: Down, Right, Right, A, Left, Powerup Turbo: B, B, B, A, Down, Down, Up, Left
- Powerup Offense: A, B, Up, A, B, Up, Down, Powerup 3-Porters: Up, Down, Left, Right, Left, Down, Up
- Powerup Shock: Left, Right, A, B, A, Powerup Push: Down, Right, A, B, A, Right, Down
- Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, Left, A, A
- Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, A
- Teleport Press: Up, Right, Right, Left, A, Down, Left, Left, Right
- High Staps: Up, Down, Up, Down, Right, Up, A, A, A, A, Down
- Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, A, A
- Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

NEW GUY

At Game Start
Start an exhibition game and choose Terry. Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press START to get to the powered screen. On the powered screen type in "REFUGEE." (That's GOLFERS spelled backwards.) You'll get a playable demo of a golf game.

NEW GUY

30 Second Period
When the Controller Configuration screen comes up, hold A, C and START, then release the Start button. The screen will come up, so press and hold A, C and START again. On the next screen, choose Albert Game. The period length will now say 30 seconds.

NEW GUY

Level Passwords
Level 1: F Y B I Q Z F Q 2 4 5 0 0

Level 2: R 3 D 2 0 2 0 Y Y R C B
Level 3: F O H O S E T Y C E K
Level 4: T Z Z Y Z 1 5 5 Q Y B B

NEW GUY

Enter Menu
At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hager Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode menu works as follows:

- Mode 1: You can drive through your opponent's car without collisions.
- Mode 2: You can drive even after the timer runs out.
- Mode 3: Combine the effects of Modes 1 & 2.

NEW GUY

Move Select
Hold the C button and press START at the "Stage Select" screen. This brings up a mask menu with six buttons to choose from:

NEWLY DISCOVERED SECRETS

Original this Win and Press A
Enter the code PONGING at the powered screen to play the original Pac-Man.

Enter the code PONGING at the powered screen to play Pac-Man
Enter the code PONGING at the powered screen to play Pac-Man.

Sound Test
Enter SONGIT
Pattern Test
Enter PTHIM
Time Trial
Enter TRIM for the Time Trial
(Note: A represents the Pac-Man symbol)

NEWLY DISCOVERED SECRETS

New Options
Choose World Tour and choose a player but do not enter your name. Now go to the powered screen and enter the word "ZEPPLE," then choose "End." Now the game Options menu has two new menu options: "City" and "Hager Tour."

NEW GUY

Win Screen
Get to the Chapter 1 screen, then press C, A, R, A, C, A, B

NEWLY DISCOVERED SECRETS

Powerup
Enter the password "GULLER" to start the game with the full sword.

NEWLY DISCOVERED SECRETS

Powerup
Tap Secret Cheat
Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press START to enter Press A on Controller 1 to refresh your health meter. B on Controller 1 to become invincible or C on Controller 1 to bring up a stage select menu.

NEWLY DISCOVERED SECRETS

Stage Select
At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up. (That's READ RUD LUGA L U.) The stage select will appear above the words "Start," "Info" and "Options." Press Up or Down on the D-pad to select a stage. Start the game.

NEW GUY

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down

NEWLY DISCOVERED SECRETS

Win Screen
At the title screen, press Right, A, Down, B, Right, A, B, Up, Down

Right, A, B, Up, Down
Go to the ACT Screen Game
At the title screen, press A, Down, C, Right, A, B (QAD CRAB)
Direct to 2800 Hz: B
At the title screen, press Down, then press A 20 times and press Down again

NEW GUY

Stage Select
At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

NEW GUY

Level Passwords
Mission 1: B A A B A C C B A
Mission 2: A B B A A C B C B
Mission 3: B A B C A A A A A
Mission 4: A B A C A C A C C
Mission 5: B A B C A A A A A
Mission 6: A B A C A C A C C
Secret Award Game
Enter the password A B C A C A C A C. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

NEW GUY

Hold A, B, C, Start
and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is off. Then turn on the machine to see a different title sequence.

NEW GUY

Over Passwords
Enter the following passwords for different effects:

- MUSUM—Boss Rush Mode
- DOX DEL—Reactor Bonus Rounds
- LOTHA—Stage Select
- SUNNY—"Super" difficulty level appears at the option screen
- MAGBO—Adds a freely new option to the secret test menu

NEWLY DISCOVERED SECRETS

30 Lives
Press C, A, A, R, C, C, A, A, B while the game is paused. You'll find a secret level and earn 54 lives.

"TarcoCap" Mode
Press A, R, C, C, A, C, R, C, A, A, A, A, C, B, C, A, C, A, B, C, B while paused. Now you can do megajumps and go through the levels as "TarcoCap."

Once you've entered the "TarcoCap" code, start the "Timer" level and move RedCap all the way to the left field Up and press C to jump. You'll get a message that you have found the "Immortality level!"

NEW GUY

At the Options screen, quickly press A, B, C, C, B. A. The screen will flash, and then the blood in the game

NEWLY DISCOVERED SECRETS

Stage Select
At the title screen—while the words "Press Start" are flashing—press B, A, Right, A, B, Up, Down, A. The main menu will appear. Choose "Start" and the Level Select menu will appear. You can choose any stage, including the "Tale" and "Knobles" levels. With this code in place, you can skip through the game at any time if you press START to pause, then press A to skip to the next stage.

Fatal Fury 2: The New Battle

After the defeat of Genie Howard, it's the hands of street fighter Terry "ogus, Howard's half brother, Wolfgang Krauser, who longest and enters Terry. With the help of Terry, a street-smart kid, Terry gets back on his feet and wants to regain his once he was beat. But before Terry faces Krauser for the second time, Max Shamus squares off against two more blood and this kickboxer Joe Higuchi gets worked by Wolfgang in the end you've got a battle between Regene and Krauser to remember. A worthy sequel to Legend of the Hungry Wolf, Fatal Fury 2 is a must for the third installment in the series.



can start when you invade the 75th Anniversary. You can access the Lost World through Klukenko's Mexico on any part of the island.

SECRET PASSWORDS

SECRET PASSWORDS
At the "Select Game" menu, highlight the seed game you want to play in and press L, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the same of your saved game will turn into a password entry menu. Enter one of the following code words; you'll hear buzz again if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

LVES—Enter the password to start the game with 50 lives.

ASAVE—With this code in place, your game will automatically be saved after you complete each level without having to go into World King.

CDOR—This code makes them clothes and King's game pieces green; it also changes the colors of the flags that mark each completed level accordingly.

TURF—Entering this password makes the game harder by removing all of the continue bonuses from each level.

MBNY—This code changes the menu in all of the game's bonus stages to a Christmas motif; it also changes the stars and banners in the bonus stages to ornaments and presents.

MUSIC—Enter this code to access the secret "Dave King's Music Test" screen, which allows you to sample all of the background tunes from the game.

CHARACTER CODES

Start the game, press START to pause, then enter any of the following codes (Note: Buttons names that are separated by a plus sign, e.g., A+Left, must be pressed at the same time; each code consists of exactly eight steps).

Debug Menu A+Left, R, X, A, A, R, X, A
Back Icons Code Y, A, R, B, A, B, A
Level Skip A, R, X, A, A, A, B, B, B, A, A, A
Level Up to Phoenix A+Left, R, X, A, R, X, A, A, A, A
Auto Left B+Left, B+Left, R, X, A, A, A, A, A
Power Filler A+Left, R, X, A, A, A, A, A, A
Anna Refill A+Left, R, X, A, A, A, A, A, A
Phoenix Power Up A+Left, B+Left, R, X, A, A, A, A, A
Video Continue Y+Left, R, X, A, A, A, A, A
May View Mode A, X, A, A, A, A, A, A

SUPER DASH CODES

During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible from "Cheat Mode" and to access a sound test. Press A or B to toggle each menu item.

Secret Move

To trigger the Mario shield, just press Up-X.

This move is invincible for a few seconds.

Secret Stage

Almost halfway through "Level A0," you'll find a set of three flags positioned just to the right of a horizontal piece of bamboo. Use the Secret Parachute to float carefully between the bamboo and the left flag; you'll enter a top-secret bonus level called "Paradise."

Cheat Codes

To enter any of the cheats, just

press START to pause the game, then enter the code and uppercase. Each code consists of eight steps. The "May View Mode" works in follows. When the disc appears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make the disc appear.

May View Mode—SELECT, SELECT, R, X, A, R, X, SELECT

Way to End of Game—SELECT, Left, Right, L, Right, Right, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Anna Refill—SELECT, X, R, X, SELECT, X, Anna Refill—SELECT, X, R, X, X, X, X, SELECT

Auto Left—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Power Filler—SELECT, A, E, X, Y, X, Y
May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

3 Finger Gun—X, R, X, A, A, X, SELECT
Power Filler—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Auto Left—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Power Filler—SELECT, A, E, X, Y, X, Y
May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

3 Finger Gun—X, R, X, A, A, X, SELECT
Power Filler—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Auto Left—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Power Filler—SELECT, A, E, X, Y, X, Y
May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

3 Finger Gun—X, R, X, A, A, X, SELECT
Power Filler—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Auto Left—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Power Filler—SELECT, A, E, X, Y, X, Y
May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

3 Finger Gun—X, R, X, A, A, X, SELECT
Power Filler—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Auto Left—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Power Filler—SELECT, A, E, X, Y, X, Y
May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

3 Finger Gun—X, R, X, A, A, X, SELECT
Power Filler—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Auto Left—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Power Filler—SELECT, A, E, X, Y, X, Y
May View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

3 Finger Gun—X, R, X, A, A, X, SELECT
Power Filler—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT

Invincibility—A, X, X, A, Left, Right, Left, Left

get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Mission" and go to the track to access a sound test.

THE GAME'S SECRET WEAPONS

Use Controller 2 at the "Mission" screen that appears when you turn the game on. The screen is only for a few seconds so you have to do all of the codes quickly. Press A four times and B six times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks. Time Attack Mode.

Press Up, A, Right, Y, Down, B, Left, A, A on Controller 2. The number "17" will appear in the upper left corner of the screen. The screen will fade into the Time Attack Mode. Select a course, how many laps you want to complete, and the time you want to beat.

Secret Test
Press L, R, L, R, L, R, L, R on Controller 2. The number "1000" will appear in the corner of the screen.

Mission Game #1
Press X, X, R, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a breakdown-style game that you can play with up to four players.

Mission Game #2
Press Y, Y, Y, X, X, X on Controller 2. The number "100000" will appear. It's a two-player pong-like fighting game.

MISSION 2000
Go to the "Mission" screen. Highlight "Mission 2000" and press START.

Secret Gameplay Mode
At the onscreen player select screen (right after the main title screen), hold the L and R buttons, hold Left on the D-pad and press A or START. The interface screen will appear with a new Gameplay Mode. To access a Gameplay Mode, select one of the six modes listed above for Gameplay, just select Gameplay at the interface menu, hold the L and R buttons and press START.

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At the onscreen player select screen (right after the main title screen), hold the L and R buttons, hold Left on the D-pad and press A or START. The interface screen will appear with a new Gameplay Mode. To access a Gameplay Mode, select one of the six modes listed above for Gameplay, just select Gameplay at the interface menu, hold the L and R buttons and press START.

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SECRET WEAPONS

Use Controller 2 at the "Mission" screen that appears when you turn the game on. The screen is only for a few seconds so you have to do all of the codes quickly. Press A four times and B six times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks. Time Attack Mode.

Press Up, A, Right, Y, Down, B, Left, A, A on Controller 2. The number "17" will appear in the upper left corner of the screen. The screen will fade into the Time Attack Mode. Select a course, how many laps you want to complete, and the time you want to beat.

Secret Test
Press L, R, L, R, L, R, L, R on Controller 2. The number "1000" will appear in the corner of the screen.

Mission Game #1
Press X, X, R, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a breakdown-style game that you can play with up to four players.

Mission Game #2
Press Y, Y, Y, X, X, X on Controller 2. The number "100000" will appear. It's a two-player pong-like fighting game.

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Fanzine Patrol

SLAP & DASH

Though it's now highly recommended by the F1 Team—particularly after a year of data video games—this fanzine really should be warned that Slap-Dash goes way, way, way beyond the video game industry. Editor Russ Perry Jr. is a highly respected collector and video-game historian who doesn't mind dedicating many pages to tales of alcohol consumption, girlfriends and hot wheels cars, but his most notable non-gaming obsession is his association with women who play video games. We were ready to slam him for leaving out both Kathy Valentine and Michael Steele, but the fact is, you'd always find information in Slap-Dash that you just can't get anywhere else. Russ even had the balls to ask classic game programmer Todd Frye about his infamous Pac-Man conversion for the Atari VCS, and you may be surprised at the response he got. Unfortunately, Slap-Dash is published very, very irregularly, so you may want to hold off on a subscription and just send \$1 for a sample copy to Russ Perry Jr., Slap-Dash, 1750 Lombard Ave., #1, Oakland, WI 54601-4335...and tell him T&T sent you.



Controller 1: Holding R will give you access to the Medicine Man, Bird Park or Whitney Assassinate scenarios. Hold L to gain access to the Gemini Towers, Skydock Center or Park Nine stages.

Secret Level:
If you hold both Level R on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Midland head-on arena stage from The Professionals.

LET'S GO! (From the title screen, press)
Stage Select:
During the game, press START to pause, then press left, Down, Down, Left, Right, Down. Now press the RESET button on the Super NES when the game returns to the main menu, go to the Option screen to find a new stage select option.

ARMED AND DANGEROUS
Level: Ravenshoe
Level 3: 0007
Level 4: 3670
Level 5: 7020
Level 6: 7810
Level 7: 3393

ARMED AND DANGEROUS
Password:
Championship Game—#R#R#C#H#

ARMED AND DANGEROUS
Stage Select—Energy Gun
When you first turn on the Super NES, you'll see a copyright screen with text in white words on a black screen. Quickly spell the word "LUKRIK" on Controller 1 by pressing the following buttons: Left, Up, Up, Right, Y. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Mid-Game screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say hi to Cheats," press Y and A together, you'll get a message that says "Level Select Activated." Next, press X and B together to get a message that says "Energy Gun Activated." Now start the game. Notice that whenever you get injured, your health meter will automatically fill by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the SELECT button at any time during the game (except while pausing) to bring up the top secret stage select menu.

ARMED AND DANGEROUS
Level: Intinction in Mode
At the Virgin logo, quickly press up, Up, R, B, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Option menu. You'll find that there is now a level select and a "Quest" option.

ARMED AND DANGEROUS
Infinite Cannonballs
At the Mission Select screen, press L, L, L, R, R, L, L, R, L, L, R, L, L, R, L, L, R. Now you can continue the game indefinitely.

ARMED AND DANGEROUS
Password:
Level 130—07 M Q

ARMED AND DANGEROUS
Secret Cheats
The following codes will only work in two-player mode:

• **Max Ammo:**—Pause the game and press A, Right, Down, Left, A, Down, SELECT. This will give you your team's prizes for the current half inning.
• **Slow Down:**—Pause the game and press Left, A, Right, Down, Y, SELECT. This will slow down the opposing team players for the duration of the current half inning.
• **Reverse:**—Hitless—While batting, pause the game and press Left, Y, A, Right, SELECT. This will change your opponent's pitches to random throws for the duration of the current at-bat.

• **Super Pitcher:**—While pitching, pause the game and press R, A, Down, R, A, Left, Left, SELECT to supercharge your pitches for the duration of the current at-bat.
• **Infinite Home Run:**—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press R, Y, B, SELECT, any fair ball hit during the current at-bat will be a home run.

ARMED AND DANGEROUS
Stage Select
Press START at the title screen. When the words "START START" and "COMING TO A START" appear, press X, Y, A, R, X, Y, A, R, SELECT. The "Special Events" menu will appear, allowing you to choose your starting stage.

ARMED AND DANGEROUS
Soul Lock
Choose Center as your character, then, at the "VS" screen—the one that shows both characters' portraits just before the fight begins—hold Right on the D-pad and quickly press QUICK PUNCH, QUICK KICK, PIERCE PUNCH, MURKIN KICK, MURKIN PUNCH and PIERCE KICK. In the default control configuration, that would be L, R, L, R, Y, A. You'll now see the announcer say "Special!" When the fight starts, you'll be playing at the boss.

Speed Codes
There are four different "speed" codes, each of them consists of several buttons that must be held down at the "vs" screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.
Slow Speed: Hold Right L + X + Y
Fast Speed: Hold Right L + X + A + B
Fastest Speed: Hold Left L + X + Y
Jing Gumbo Breaker

At the "vs" screen, hold Down on the D-pad and press START, you'll hear the announcer say, "C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

Stage Select/Multi-Select
When choosing a fighter at the character select screen, hold the D-pad Up or Down with the specific buttons as shown below, the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the D-pad in a two-player match, the first person to pick his or her character gets to select the stage, the second player to choose a fighter can select the music that like according to the same button combinations used for the stage select, as follows:
Up: Temp
Up+R: Cuddle Kool

Up+R: Ice Sculpture
Up+Y: Skull Room
Up+R: Desert Roof
Up+R: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+R: Lava Pit
Down+R: Bleeding Arena
Down+L: Factory
Down+L: Fireplace
Down+R (on both controllers): Sky Arena

ARMED AND DANGEROUS
30 Seconds
Start a one-player game and let all of your character's lives run out. When the "Continue" prompt appears, press START on Controller 1, and the Gaudio counter will read "31." Now you must let your lives run out a second time. When the "Continue" prompt appears again, press START on Controller 2 to join in, but don't choose a character yet. Quickly press START on Controller 1 before the countdown begins, then finish choosing a character for Controller 2 when both characters are on the screen, you will see that you have 30 seconds.

ARMED AND DANGEROUS
Secret Message
Hello, Kool! How are things in Battle Ground, Washington? We hope you're not staying up too late to read these Super NES tips. Take it easy and thanks for reading TSN & TSN!

ARMED AND DANGEROUS
Secret Password
Enter the password JOSHUA, to start the game with unlimited lives and all of the items unlocked. (Make sure you get it in the first and last positions of the password.) You can also get ten gems whenever you need them by pressing L+B simultaneously.

ARMED AND DANGEROUS
Super Cheat Mode
Press START to pause during a game, then press R, R, SELECT, SELECT, Y, A, Y, A, B. Next, press START to unpaue. Tap the L or R button repeatedly to play in slow motion. Stage Select
With the cheat code in place as described above, press START during the game and press A, L, L while the game is paused. Next, press START to unpaue. You'll get the "Night Wayne Mode" menu, which allows you to play any stage.

ARMED AND DANGEROUS
Infinite Lives
While the cheat mode is in effect, pause the game with the START button, then press R, A, SELECT, Y and START to continue playing. Notice that when your character is killed, your life counter will not be reduced.

ARMED AND DANGEROUS
Unleash of the Infinite Ninjas
Password:
Level 2—A L L L L
Level 3—J L A Y
Level 4—0 V 3 Y J
Level 5—J W J
Level 6—A T A A
Level 7—A T E B
Level 8—J W J A
Level 9—J W J A
Level 10—J W J A

ARMED AND DANGEROUS
"Turned" Level Password
Level 1: TPCWMP
Level 2: WUJLUD
Level 3: PWRMCW

Level 4: M2Q3QV
Level 5: K2C3HCH

ARMED AND DANGEROUS
Level: Ravenshoe
Level 10: BRUS
Level 20: HBY
Level 30: T3308
Level 30: M378

ARMED AND DANGEROUS
Secret Tunes
At the "Team Select" screen, enter one of the following codes while the "36 version of the indicated team is on the screen."
75 Cent—Highlight the Centinels, press A, R, B, A.
70 Helons—Highlight the Helons, press L, Y, R, A.
78 Hls—Highlight the Hls, press A, L, L, R, Y.
79 Bears—Highlight the Bears, press Y, A, R, A.
81 Bengals—Highlight the Bengals, press R, A, L, Y.
85 Braves—Highlight the Braves, press A, L, L, R, B.
78 Cowboys—Highlight the Cowboys, press R, A, R, Y.
77 Broncos—Highlight the Broncos, press R, A, Y.
72 Cows—Highlight the Cows, press R, A, R, Y.
73 Dolphins—Highlight the Dolphins, press A, Y, R, A, L, L.
80 Oilers—Highlight the Oilers, press A, R, A, L, L.
78 Oles—Highlight the Oles, press R, A, L, R, A, L, L.
79 Chiefs—Highlight the Chiefs, press R, A, L, L, Y.
79 Chiefs—Highlight the Chiefs, press R, A, L, L, Y.
73 Dolphins—Highlight the Dolphins, press L, A, R, B.
76 Vikings—Highlight the Vikings, press R, A, R, A, L, L.
80 Patriots—Highlight the Patriots, press A, Y, R, A, Y.
75 Zents—Highlight the Zents, press Y, A, L, L, L.
76 Guards—Highlight the Guards, press L, R, L, A, R, Y.
78 Jns—Highlight the Jns, press R, A, R, Y.
77 Raiders—Highlight the Raiders, press L, Y, R, L, A.
78 Eagles—Highlight the Eagles, press A, L, L, Y.
78 Steelers—Highlight the Steelers, press A, Y, R, R.
78 Rams—Highlight the Rams, press R, A, R, Y.
81 Chargers—Highlight the Chargers, press Y, A, R, R.
75 Redskins—Highlight the Redskins, press L, Y, R, L.
81PA Free Agents—Highlight the Free Agents, press L, Y, R, A, R, Y.
78 Rams—Highlight the Rams, press A, Y, R, A, Y.
81PA Agents—Highlight the Agents, press A, Y, R, A, Y.
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To play a super star game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter L" option, then press Y, A, Y, A, R on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

Super Bowl Film Screen

To see a small preview of the victory ending that appears when you win the Super Bowl,



Here's some bass chix for ya, Russ...

go to the "Game Setup" menu and press A, Y, A, Y, L.

CHARACTER MENU

Expansion Items

Before you begin a new game, go to the Game Setup screen and highlight either the name or Volting Team option. Press L, R, L, R, and A to play as the Inceptors, or press L, R, L, R, and Y to play as the Panthers.

CHARACTER SELECT

Expansion Items

At the "Team Select" screen in "Play Now" mode, enter one of the following codes while the "0" version of the indicated team is on the screen:

75 Cardinals—Highlight the Cardinals, press Y, R, A, L, L.

90 Falcons—Highlight the Falcons, press A, L, Y, R.

90 Bills—Highlight the Bills, press R, Y, L, L, SELECT.

95 Bears—Highlight the Bears, press A, L, L, R.

91 Bengals—Highlight the Bengals, press R, L, A, R, A.

96 Ravens—Highlight the Ravens, press R, Y, R, Y, R.

97 Cowboys—Highlight the Cowboys, press R, A, R, R, Y.

96 Broncos—Highlight the Broncos, press L, L, A, Y.

97 Lions—Highlight the Lions, press SELECT, Y, L, L, Y.

96 Packers—Highlight the Packers, press SELECT, R, R, A, Y.

97 Oilers—Highlight the Oilers, press R, SELECT, R, SELECT, Y.

97 Colts—Highlight the Colts, press R, R, SELECT, SELECT, Y.

97 Chiefs—Highlight the Chiefs, press L, Y, R, R, A.

97 Dolphins—Highlight the Dolphins, press A, L, L, R, SELECT.

97 Vikings—Highlight the Vikings, press R, R, R, R, R.

95 Patriots—Highlight the Patriots, press R, L, Y, SELECT, A.

97 Saints—Highlight the Saints, press L, R, L, R, SELECT.

96 Giants—Highlight the Giants, press Y, R, R, L, SELECT.

97 Jets—Highlight the Jets, press Y, R, L, SELECT.

96 Raiders—Highlight the Raiders, press R, A, L, Y.

97 Eagles—Highlight the Eagles, press R, A, L, Y.

97 Steelers—Highlight the Steelers, press SELECT, L, A, SELECT, R.

99 Rams—Highlight the Rams, press L, R, A, SELECT.

94 Chargers—Highlight the Chargers, press SELECT, A, L, L, Y.

96 49ers—Highlight the 49ers, press R, A, Y, Y, R.

96 Seahawks—Highlight the Seahawks, press A, R, R, Y, Y.

97 Buccaneers—Highlight the Buccaneers, press R, R, L, L, SELECT.

92 Redskins—Highlight the Redskins, press R, L, L, R, R.

NFLPA Players Inc.—Highlight the All-Madden Team, press A, L, L, A, L.

Thunder—Highlight the Jaguars, press SELECT, Y, SELECT, R, L.

EA Sports—Highlight the Panthers, press L, A, R, R, Y.

EXPANSION MODE

Secret Menu

Highlight this word "EXIT" at the Option

menu, hold START on Controller 2 and press START on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

THE MENU

Secret Menu

At the options screen, press A, R, R, Y, L, R, L, A, B. If you've done this correctly, you'll get a secret " Cheat Options " menu that allows you to give yourself unlimited lives, energy and money. Highlight if you turn the "Level Selector" option on, you can skip stages at the level map screen by pressing the SELECT button.

ALSO AVAILABLE IN THE SUPER NES

Passcode

Level 2—Q W R S L P

Level 3—C H F I S S

Level 4—P M M T T T

Level 5—M P X D Q H

Level 6—M X Q D L H

Level 7—M D V C F Q

Level 8—W R T D V Y

SECRET CHARACTER

Stage Passcode

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different entry stages.

Mission 3—BAMBIHI

Mission 3—BIZBIZ

Mission 3—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

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Mission 4—BIZBIZ

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Mission 4—BIZBIZ

Mission 4—BIZBIZ

Mission 4—BIZBIZ

MIGHTY MOHAWK POWER SUGGEST

Passcode

3840—Level 2

3110—Level 3

3990—Level 4

1970—Level 5

8240—Level 6

2190—Level 7

3470—Two-Player Battle #1

1000—Two-Player Battle #2

1230—Two-Player Battle #3

1450—Two-Player Battle #4

1670—Two-Player Battle #5

1890—Two-Player Battle #6

2110—Two-Player Battle #7

2330—Two-Player Battle #8

2550—Two-Player Battle #9

2770—Two-Player Battle #10

2990—Two-Player Battle #11

3210—Two-Player Battle #12

3430—Two-Player Battle #13

3650—Two-Player Battle #14

3870—Two-Player Battle #15

4090—Two-Player Battle #16

4310—Two-Player Battle #17

4530—Two-Player Battle #18

4750—Two-Player Battle #19

4970—Two-Player Battle #20

5190—Two-Player Battle #21

5410—Two-Player Battle #22

5630—Two-Player Battle #23

5850—Two-Player Battle #24

6070—Two-Player Battle #25

6290—Two-Player Battle #26

6510—Two-Player Battle #27

6730—Two-Player Battle #28

6950—Two-Player Battle #29

7170—Two-Player Battle #30

7390—Two-Player Battle #31

7610—Two-Player Battle #32

7830—Two-Player Battle #33

8050—Two-Player Battle #34

8270—Two-Player Battle #35

8490—Two-Player Battle #36

8710—Two-Player Battle #37

8930—Two-Player Battle #38

9150—Two-Player Battle #39

9370—Two-Player Battle #40

9590—Two-Player Battle #41

9810—Two-Player Battle #42

10000—Two-Player Battle #43

10220—Two-Player Battle #44

10440—Two-Player Battle #45

10660—Two-Player Battle #46

10880—Two-Player Battle #47

11100—Two-Player Battle #48

11320—Two-Player Battle #49

11540—Two-Player Battle #50

AT THE CHARACTER SELECT SCREEN

Go Directly to Jade

Quickly press Up, Down, Down, Left, Right-SELECT at the character select screen

Go Directly to Rock Select

Quickly press Left, Up, Down, Down, Right-SELECT at the character select screen

Quickly press

immediately after choosing your character in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

SECRET SCREEN

Play as Snake

At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons and hold Right and B. When the words "There is no knowledge that is not power," appear, release the buttons and hold X and Y. Continue to hold the buttons until the BMF logo appears. Snake will walk into the screen and you'll hear Shao Kahn say "Outstanding!" Snake is now a playable character in the one- and two-player modes.

At the main menu, highlight the word "Start," hold the L and B buttons on top of the controller and press START. This takes you to a hidden character select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all eight fighters.

At the main menu, press Up, Up, Down, Down, Left, Right, A, B. This adds a new option called "Real Start!" Here you can disable the timer, disable the fatality time limit, use the secret shooter game, pick any stage, enable a "Faux" feature and use the credits "Koolha! Zuff!" menu.

At the main menu, press Up, Up, Down, Down, Left, Right, A, B. This adds a new option called "Real Start!" Here you can disable the timer, disable the fatality time limit, use the secret shooter game, pick any stage, enable a "Faux" feature and use the credits "Koolha! Zuff!" menu.

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multicharacters begin action



The battle of the century...



GAME GENIE

Codes for use with Galoob's
Game Genie Video Game Enhancers

NES

The Legend of Zelda

NOTE: When continuing a saved game, you must re-enter the same code or codes you entered at the start of the game.

AVVLAUSZ—Don't take damage from anything
YKPOYZZ—Create character with 8 life hearts
NYKPOYZX—Create character with 16 life hearts

SZVXASVK—Don't lose rupees when buying
SZVXASVK + AEVEVALG—All items are free
SZNZVOVK—Infinite bombs
ESKULTA—Wear a blue ring
OSKULTA—Wear a red ring

SUPER NES

The Legend of Zelda: A Link to the Past

AEEC-A586—Some shops don't take your money
AE67-0D30—Infinite bombs
AE6E-DF2A—Almost infinite energy
AE8A-D4FA + AE8D-0D9A—Almost infinite magic

GAME BOY

The Legend of Zelda: Link's Awakening

FA0-999-4C1—Infinite energy
09C-56B-E6E + 09C-74A-E6E—All items you get start at max power (when you get an item, you must have a space open, either A or 8)
054-EE9-E6E—Get 5 rupees for each single rupee
324-EE9-E6E—Get 50 rupees for each single rupee
FF4-EE9-E6E—Get 255 rupees for each single rupee
FAF-8DA-4C1 + FAF-B2A-4C1—Infinite rupees (rupees aren't deducted for purchases you can afford)



GAME SHARK

Codes for use with Interact Game Products'
Game Shark Video Game Enhancers

PLAYSTATION

Andretti Racing

4018R35C-A36D + 8018D368-CA46 + 8018E374-0111—Quality in 1st
4018R3AR-3CFE + 8018C36C-3732 + 8018D39C-0060—Infinite Fuel

Cool Boarders

8001821D-0000—High Scoring
80018212-0000—High Scoring
0018F82A-0005—Extra Tracks
0018F82E-0007—Extra Boards

Ridge Racer Revolution

8018D308-0005—Extra Cars
8018D308-0707—Course Select
8007C43A-300C—Race as Black Cat
8007C43A-300D—Race as Black Red Cat
8007C43A-300E—Race as White Cat

Twisted Metal 2

80187060-0096—Infinite Armor
801882EA-0009—Infinite Homing Missiles
801882F4-0004—Infinite Lightning
801882F5-0004—Infinite Napalm
801882F6-0009—Infinite Remote Bombs
801882F7-0009—Infinite Rocket Bombs
801882F8-0009—Infinite Power Missiles
801882F9-0009—Infinite Fire Missiles
801882F9-0005—Rapid Fire
801882F9-0009—Infinite Specials
801882FA-0009—Infinite Specials, Player 2
801882FB-0009—Infinite Homing Missiles, Player 2
801882FC-0009—Infinite Lightning, Player 2
801882FD-0009—Infinite Napalm, Player 2
801882FE-0009—Infinite Remote Bombs, Player 2
801882FF-0009—Infinite Rocket Bombs, Player 2
801882FF-0009—Infinite Fire Missiles, Player 2
801882FF-0005—Infinite Armor, Player 2
801882FF-0101—Extra Vehicles

Warhammer

80008820-270F—Infinite Cash

Wipacut XL

30094529-0001—Infinite Energy
8018F402-0001—Track Select
8018F40C-0100—Practice Team

SATURN

Andretti Racing

76000914-C305 + 80002800-3000—Master Code
76003786-0064—Quality in 1st

BMX Jam Extreme

76000914-C305 + 80002800-3000—Master Code
76024446-0000—Home Team Score 0
76024446-0003—Away Team Score 0

PowerSlave

76000914-C305 + 80002800-3000—Master Code
7600091E-F9F1—All Weapons and Ammunition
7600091E-F9F1—Infinite Pistol Ammo
7600091E-F9F1—Infinite M-16 Ammo
7600091E-F9F1—Infinite Flame Thrower Ammo
7600091E-F9F1—Infinite Ring of Ravine Ammo
7600091E-F9F1—Infinite Machine Gun Ammo
7600091E-F9F1—Infinite Health
7600091E-F9F1—All-Seeing Eye
7600091E-F9F1—All Keys

Spot Goes To Hollywood

76000914-C305 + 80002800-3000—Master Code
7600091C-0009—Infinite Lives
7600091C-001F—Have Fun Stars



I like nothing better than them!

Hi! It's me again. I've been hanging out on
Ami Square a lot lately, because a new
high-kick arcade opened there, called
X's New York. It's supposed to be "the
world's grandest, most comprehensive virtual
dancing center," according to its owners.
I've only because you know how hard it is to
"dance" (amateur) might be opening an
arcade around the corner, too. I'm also very
worried about the new "crazy" song
that will be available exclusively on the
South and Midwest. I need something to
send me one. Here, just this. Bye!

Betty



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Tips for all

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levels!



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